HOW TO WIN AT CHESS

THE COMPLETE GUIDE FOR TOTAL BEGINNERS

THE BOARD | THE RULES | THE STRATEGIES | THE MOVES

SIMON PAVLENKO

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Thank you

Introduction

Let’s start by asking an interesting question, ‘Why are you supposed to play chess? Would you like to become a professional and learn all the skills and techniques necessary? Many of you would certainly purchase this book; however, they will question your abilities to play chess. A common belief is that chess is mainly designed for people over fifty and those children or teens seldom play it. In reality, among people in their teens, twenties, and early thirties, chess is extremely common. Chess is played in large nations around the world today and is part of various game competitions.

You may be eager to get started with chess since you believe it is only a game for people who are extremely smart or knowledgeable. The reality is that most people became chess experts when they read several books or acquire the abilities of their friends and master them.

Chess is the game of kings, kept in great prestige over the ages, of all the games created. Originally developed to be played in the 6th century AD by two scientifically inclined players, it has grown into its present shape over the years. One player takes the black pieces, and the white pieces are taken by the other. Until one player places the other’s King in a position where they have no option but to lose, they use their army of chess pieces: checkmate.

Chess exercises and extends the brain; essential thinking skills are built to help all facets of life. Critical thought, focus, problem-solving, abstract analysis, measurement, strategic preparation, understanding trends, and imagination are taught. By removing distractions, chess will show you how to evaluate circumstances easier and reflect on crucial factors. It is a self-motivating game. Your aim would be to target your main pieces and protect them and battle your way to “checkmate.”

For both beginners and veterans, the book is a great reference. You will learn the fundamentals of chess, learn how each piece lies on the board, understand the moves and laws, and learn all the tactics that will help you succeed over your enemy in all your games. Read on to learn more about this King’s game.

Chapter 1: Preparation

Chess is a game that requires complete preparation and practice. Without preparing one would struggle to thrive in this game This chapter will cover all the details related to preparation for chess.

A QUICK CHESS HISTORY

Chess dated back nearly 1500 years. In the 6th century AD (or some period earlier, in the 5th century AD), the game may have arisen in India. However, some scholars believe that the game arose in China. The data is ambiguous. Although, much of the proof points to a game that started in India and extended to Persia later. Chess expanded throughout the Islamic community after the Arabs invaded Persia. It hit Southern European countries later on.

Starting from the 15th century, modern chess developed in Europe. In the 1800s, the game was distinguished by inventive combos of movements, a swashbuckling style, and bold conciliations. The game dominated countries and the period was pointed to as the “Romantic Chess Era.” It was not so necessary to win; instead, the style was what counted most.

The game concentrated more on one’s artistic expressions than on long-term tactics or technological abilities. Soon after that, chess passed into the Age of Dynamism.

In its current form, chess became a feature of competitions and championship games at the start of the 19th century. In 1886, the first-ever World Chess Competition was staged. Chess took a giant step forward in the early 20th century, and a chess association was formed, which introduced uniform chess laws. In the 21st century, chess’s success skyrocketed, and software was created. Players will play chess online as well.

ORIGINS OF THE GAME

“The game was called “Chaturanga.” Chess emerged in the “Gupta Kingdom” of India in the 6th century. This term derives from the four military units: cavalry, chariotry, infantry, and elephantry. Knight, rook, pawn, and bishop, these types have now grown into modern styles.

Chess later migrated from India to Persia and soon became an essential

component (for the honorable and privileged classes) of Persian schooling. Since Islamic People battled with the “Ch.” and “ng” tones, the Persians rendered it “Chatrang.” It was later renamed “Shatranj.” In this time, new rules were developed.

After some time, while targeting the opponent’s King, players began to use the term “shah” (“which means “King” in Persian). In Persian, they often used the word “shah mat,” meaning “helpless ruler.” In the western game, this translates as “checkmate.” Checkmate arises when the King of the enemy does not flee or protect himself against an incoming attack.

Chess eventually traveled to several other countries; it started to take form in other versions of the game. Chess was quickly brought to other places by silk merchants, tourists, and other inhabitants. Slowly, the game became a game for the people, not one enjoyed by the rich alone. Chess spread farther into Europe in the 10th century, and it was here that the game started to evolve quickly.

Like King Ferdinand and Queen Isabella of Spain, many historical figures, Euler (the renowned mathematician) and Benjamin Franklin were ardent chess players. Chess was more than simple idle entertainment for these individuals. They could hone important skills, such as foresight, perseverance, and circumspection, by playing the game.

THE BOARD: UNDERSTAND YOUR AREA OF COMBAT

By studying how the pieces travel, several players begin to practice chess, and they forget the board itself. It has 64 squares of contrasting light and dark spaces organized into an 8x8 square. This seems to be basic, but there are several layers of perspective. Each layer holds a value for a piece (or pieces), and when deciding how to prepare and carry out the maneuvers, each layer is just as critical as the others.

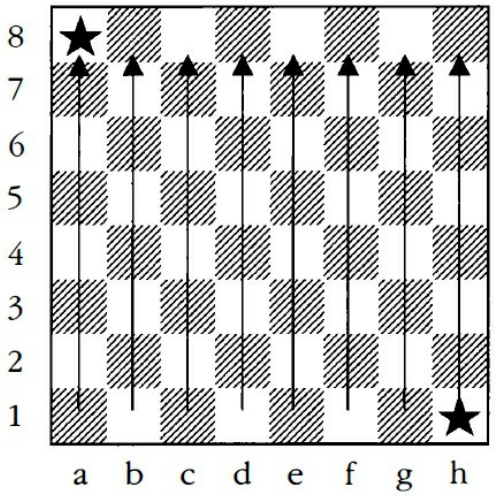
On the board, the first line of perspective is the squares itself. Each square will be either light or dark (some boards have various shades, but the squares are labeled as light or dark), and they switch from one end of the board to the other with light-dark-light, etc. Players must also consider the other levels of context that are listed below to consider how each square is special.

The next vision is the most crucial one: the rows. Each line is a set of linked squares moving across the panel vertically, horizontally, or diagonally.

The lines extending from one participant to the other vertically are named archives. Each file is called with a' to 'h' lower case. The horizontal rows running around the board are labeled grades. Each level is labeled from "1" through "8" with a number.

On the side with the a-file on the left, the white pieces are still set up and rank one closest to the player. On the other hand, the black pieces are still mounted with the h-file on the right and rank eight closest to the player.

Ranks can be linked to the position of a player occasionally. This implies the amount of the rank from the point of view of the player. White's third rank, for instance, is rank 3, but Black's third rank is rank 6. White's seventh rank is rank 7, while the seventh rank is 2 for Black.



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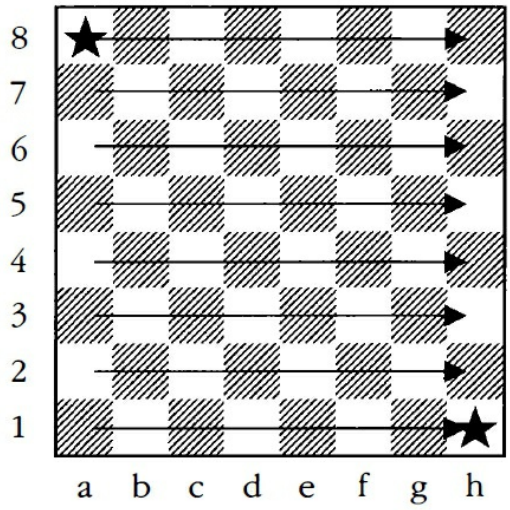
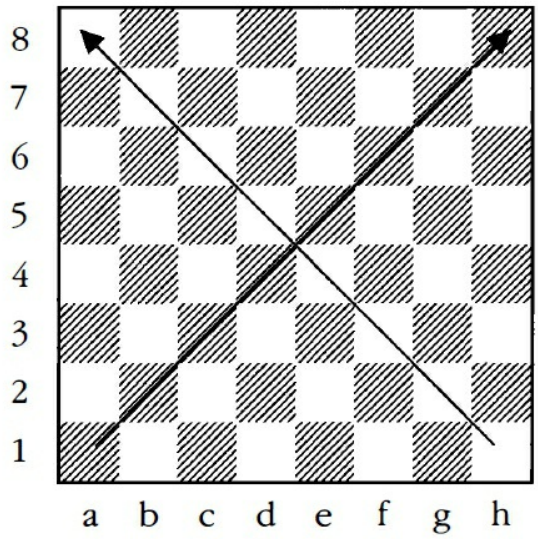


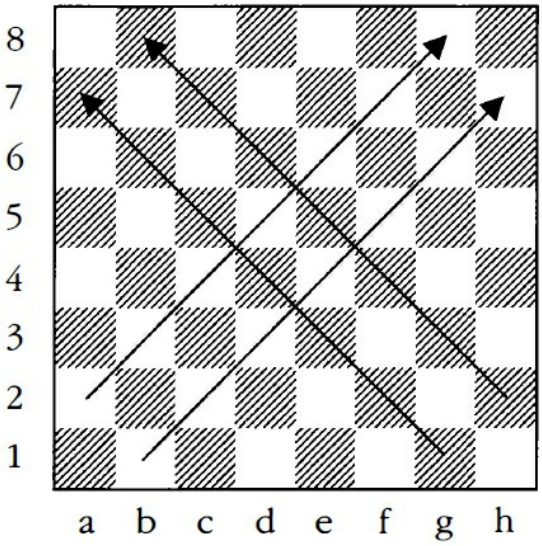
Ranks

The file and rank system using a coordinate scheme helps players refer to a particular square by calling the file first and then the rank, so these lines help us define each square by title. Square c4, for instance, is a square of light, and square f4 is a dark square. The a8- and h1-squares are also important to remember. One requirement for beginning a chess game is that the board should always be set up in the player's close right-hand corner (stars above with a light square. The White player always goes first, another guideline for beginning a game.

There are also diagonals, apart from the vertical and horizontal lines. Their starting and finishing squares are called Diagonals. E.g., the diagonal a1-h 8 is the board's longest dark square diagonal, and the diagonal h 1-a8 is the board's longest light square diagonal. The second-longest diagonals should be noted: the dark-squared diagonals g 1-a7 and h 2-b8, as well as the light-squared diagonals b1-h7 and a2-g8.



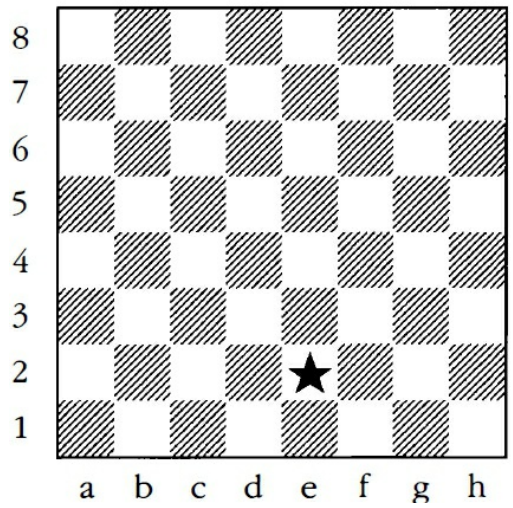
Long Diagonals



Second Longest Diagonals

The perspective layer of lines is centered on the lines of linked squares on the board: ranks 1-8 for files a-h, and the several diagonals. These lines reflect a rather clear viewpoint on the board. Along these paths, the pieces travel and seize, and we have to decide to clear the lines, block the lines, or retain the lines as per the pieces we have and the pieces our adversary has. We can wage brutal battles often to obtain possession of the main file. To monitor a file's base, we can exploit a diagonal while our queen dances over an open-rank to send a search on a small diagonal to the enemy leader. In

learning how to devise plans throughout the game, determining this vision of the board is important. The first way we look at the board outside the simple square-by-square view, maybe we take in on our first look. In the illustration below, a clear demonstration of this is shown. There are four lines in the designated light square: the e-file, rank 2, the diagonal f1-a6 and the diagonal dl-h S.



CHESS INTERESTING FACTS

Billions of Probabilities

For the first four steps in the game of chess, the number of possible variations of games is around 319 billion. This is, to say the very least, an incredible figure! In literature, no game can even equate.

Rookies

1st-year chess players are referred to as rookies, which is what we all call current military recruits, security departments, athletic teams, etc. The name derives from the last pawns in a chess match known as ‘rooks’ to pass.

The first-ever to beat a Soviet competitor in a foreign chess match back in 1924 in New York City was an American guy called Frank Marshall. For around 30 years, he was the existing United States leader and retained his championship when in 1923, he beat Ed Lasker. He was the first chess player to concurrently play more than 100 games.

Mechanical Clock

Thomas Wilson developed the first electronic clock to be used as a counter (rather than a sand glass back in 1883 in England. It was regarded as

the chess clock ‘tumbling’. A seesaw beam, it composed of two synchronized clocks. It stopped as one was turned downwards when the other clock began.

Fool’s Mate Runs

The required number of moves is two to reach a checkmate, which is known as ‘Fool's Mate Runs' or 'Two-Move Checkmate'. Black can only do this with the Queen on step 2, which is the lowest amount of moves necessary in a single game from beginning to end.

Youngest Champion

In 1985, the Soviet Union's Garry Kasparov (a journalist, community activist and chess player) had become the youngest global chess grandmaster to date. At the moment, he was just 22 years old. He is also called the greatest player of all time in chess!

King's Game

In India, where it arose, chess was originally regarded as the 'Game of Kings' because it was originally played by rulers generations ago. In the 12th century, the sport was a popular pastime for monarchs and rulers and also called its playing parts (pawns) after formal or worthy roles, like a king, knight, bishop, and Queen.

First Computer Chess Program

In 1951, the very first computer software to play chess was developed by Alan Turing. At the time, no machine was sufficiently sophisticated to analyze it, so Turing tried it himself, doing hand calculations and then performing each step according to the findings. This required considerable time on his part and extreme commitment.

Blindfolded Chess

Blindfolded chess is an outstanding ability held by the majority of good players. It needs the capacity to see the board directly through the mind, which becomes quite challenging after several steps. When playing around 50 games concurrently, several grandmasters have produced remarkable performance.

'Checkmate'

The term 'checkmate' derives from the Arabic term' shah mat,' which in English means' the King is killed (helpless).' "Real chess players do not say "checkmate" to an enemy, but rather stretch their hand, shake and say "nice

game.

The Longest Possible Game

Based on the different movement variations, the longest game of chess will last around 5,900 passes. Without a player declaring a tie, this is the maximum number of movements that a game will precede. About 1,000 separate opening options alone are available!

Longest Reign as a World Champion

For the longest period, a German physician by the name of Emanuel Lasker claimed the position of World Chess Champion, from 1894 to 1920, for around 27 years. In modern history, this is the longest reign by a formally recognized chess master!

The First Space Game

In June 1970, the very first game to ever have been launched in space was chess. The Soyez-9 team played against their ground controls (astronauts Vitaly Sevastyanov and Andrian Nikolayev) and made nationwide news. Thought the game resulted in a tie.

The Longest Game Ever

In modern history, the longest chess game lasted for 269 steps (but finished in a tie). The longest game that is technically feasible is 5,949 moves, as described above. This will take forever to conclude, as the typical game lasts 38 moves and requires 10 to 60 minutes to play everywhere!

Knight's Tour

The amount of options for the Knight's Tour is approximately 122 million! Knight's trip is a series of chess moves containing the knight pawn, whereby the piece visits just once per square on the surface.

The First Folding Chess Board

The very first folding chess panel was constructed out of desperation by a priest in the 12th century. The priest disguised his board by having it seem like two books put side-by-side because playing chess was prohibited by the church at the time. Bishop Guy of Paris warned that any priest caught playing chess at that time will be excommunicated! Chess was banned by Muslims, Anglicans, Catholics, Jews, and Puritans (at one time or another).

Epic Fail

A Scottish-Canadian called Nicholas McLeod of Quebec, who defeated

31 matches in the double-round robin in New York in 1889, actually owns the worst results record by a professional chess player! At the peak of his chess profession in 1892, he was also the first opponent to defeat Emanuel Lasker.

The 2nd Book in English was on the chess

The second historical book to be written in English was all about chess. In 1474, 2 years before Jean de Vignay released it in French, William Caxton interpreted (and then published) it from French into English.

Most Versatile Chess Master

A man from India called Vishwanathan Anand seems to be the only chess player to claim the championship title in all three forms, namely knockouts, tournaments, and matches. Later, Norway's Magnus Carlson will move on to beat Anand in 2013.

Deep Thought

In November 1988, in Long Beach, California, a machine known as 'Deep Thought' became the first of its type to defeat a global champion in chess. Feng-Hsiung Hsu invented it and built it at the University of Carnegie Mellon. At IBM, it was later enhanced.

BRAIN BENEFITS OF PLAYING CHESS

It builds problem-solving abilities

A chess match is like one huge puzzle that needs to be answered and solved on the move, so the conditions are always shifting for your adversary. In a 1992 analysis in New Brunswick, approximately 450 fifth-grade learners were divided into three classes. The monitoring category was Group A, which went through the conventional math program. After first grade, Group B replaced math with chess training, and Group C started chess in the first grade. Group C grades went up to 81.2 percent from 62 percent on a standardized exam and outpaced Group A by 21.46 percent.

It enhances your creative skills

As imagination is the duty of the right hemisphere of the mind, it should come as no surprise that stimulating the brain's right side helps to grow the artistic side. Explicitly, chess improves creativity significantly. For 32 weeks, one four-year research had kids from grades 7 to 9 play chess, use computers, or do other things once a week to see which practice stimulated

the most innovative thinking development. In all imagination tests, the chess party ranked higher, with uniqueness being their greatest region of benefit.

It promotes reading abilities

Dr. Stuart Margulies analyzed the reading output of 53 elementary school children enrolled in a chess curriculum in a widely quoted 1991 report and measured them similarly to non-chess-playing students in the district and around the world. He considered conclusive findings that improved success in reading was induced by playing chess. Kids from the district that played the game scored above that in a district where the middle-class kids performed under the national average.

It aids in restraining Alzheimer's

Since the brain functions like a muscle, it requires activity like any bicep or quad to be safe and fend off damage. Recent research released in The New England Journal of Medicine showed that individuals over 75 who participate in brain-stretching behaviors such as chess are less likely than their non-board-game-playing counterparts to experience dementia. Much as an un-exercised muscle lacks strength, the author of the report, Dr. Robert Freidland, observed that wasted brain tissue contributes to brainpower depletion. So that is all the more reason to play chess before you turn 75.

It increases concentration

As dispersed nutty teachers, chess masters may come off, but the fact is that their antics during games are typically the product of extreme focus that the game requires and stimulates in its participants. Looking down or worrying about something else for even a second will contribute to the loss of a contest, as though you did not pay attention, an adversary is not expected to inform you how he advanced. Numerous surveys of students in the U.S., Russia, China, and elsewhere have consistently demonstrated that young people's capacity to concentrate is sharpened by chess.

It can increase your IQ

Chess has always had an issue with its logo, is known as a game for geniuses and people with high IQs. And there has been a bit of a chicken-and-egg scenario: are smart people gravitating towards chess, or are they smart while playing chess? At least one analysis has shown that it will potentially improve the intelligence quotient of an individual to pass certain knights and rooks about. After four months of chess training and 4,000

Venezuelan students' analysis produced major increases in boys' and girls' IQ scores.

It helps in growing dendrites

The tree-like nodes that transmit impulses from other neural cells through the neurons to which they are connected are dendrites. Assume them as an antenna that picks up messages from other areas of the brain. The more antennas you have and the higher they are, the more messages you are going to pick up. Learning a new talent, like playing chess, causes dendrites to develop. But after you have mastered the game, this growth does not stop; contact with individuals in difficult tasks often boosts dendrite growth, and chess is a great example.

It trains both sides of the mind

In a German sample, researchers demonstrated basic geometric forms and chess positions to chess experts and novices and tested the participants' reactions while naming them. They planned to learn that the experts' left brains were even more involved, but they did not anticipate the right brain hemisphere to do so as well. Their response speeds to the basic shapes were the same, but the specialists used both sides of their brains to more efficiently tackle the chess role questions.

It exercises planning and vision

It could just save their lives to make teens play chess. It goes like this the prefrontal cortex, the brain region responsible for the preparation, reasoning, and self-control, is one of the brain's last areas to create.

So, before this component evolves, teenagers are scientifically inexperienced. Strategy games such as chess will stimulate the prefrontal cortex's growth and help them make smarter choices in all aspects of existence, maybe stopping them from making a dumb, reckless decision of the kind synonymous with becoming a teenager.

It grows your awareness

As an example, chess players realize that playing chess strengthens your memory. Being a strong player involves knowing how the opponent played in the past and remembering movements that already helped you succeed. But there's still hard evidence. Youth students who were given a daily chance to participate in chess increased their scores in all disciplines in a two-year study in 1985, and their teachers found stronger memory and

better organizational ability in the pupils. Related findings were observed in a similar survey of Pennsylvania sixth-graders. Students who had never previously played chess strengthened their minds and communication abilities after practicing.

POPULAR MISTAKES IN CHESS AMONG BEGINNERS

There is one thing chess players have in mind at all stages: we want to perform well from the player who had just learned to move the pieces to Magnus Carlsen all the way. And the positive thing is that the growth potential is still there.

It requires work, though, but errors are still there, hovering over the hand that makes the movements, ready to be made.

Beginners also assume that the number of errors they produce is the contrast between a modest novice and a good master. The main distinction is not in the number of errors but the type of errors being made. While newcomers will watch their adversary grab their entire pieces step by the move, to list a few instances, the type of error that an accomplished player creates is more likely to be connected to making a vulnerable square or pawn.

MISTAKES IN THE OPENING

Playing too many moves with pawns

You can play a few moves with the pawns at the start, and they should be targeted at capturing and controlling the center of the board (as in soccer, possession of the midfield is significant, the center of the board is vital in chess). But the error of making so many movements with their pawns is made by many novices, which slows the production of bishops and knights. The King still stays uncovered for too long in the middle. The popular Legal Trap is a clear example in which the failure of the opponent's progress induced by so many moves with pawns is punished.

Developing the Queen too early

As we study chess rules, we know that a very powerful piece exists: The Queen. This can lead us to strive from the very start to get the best out of it. As we said, though, it is much easier to first grow knights and bishops. Moving the Queen too early will position it under the assault of enemy pieces and attempt to establish threats with it. What will arise in many situations is that our enemy can bring in play pieces that target our Queen such that we are

forced to switch around the Queen as they are growing to prevent catching her.

Keeping the King in the center clearly, the King's defense is a top concern in a chess game. We always delay castling because we can see no immediate danger, but it is quite wise to be firm with this rule as quickly as possible, particularly in the first learning stages: castle.

MISTAKES IN THE MIDDLE GAME

Keeping pieces undefended

There is a word for chess that you can become acquainted with: organization of pieces. This implies that our pieces must fill good squares (where they are active), and ideally, where they will take collective acts. Since our adversary could reap the benefits of tactical resources, usually a double danger, it is not good for some of our pieces to be unprotected. Presumably, our pieces should then protect one another. We realize that this is not always feasible, but we must be cautious not to leave too many parts unguarded.

Not putting the rooks into play

Much like we have to try to build our knights and bishops in the opener, our key pieces (Queen and rooks) must come into play in the middle game. In order to connect the rooks, it is normally necessary to clear our first level (that is, to search for a good square for the Queen so that the rooks are organized.)

But in the middle game, the rooks have to play a key position, and for that, we have to put them in the best squares. They can preferably be in directories that are accessible or semi-open. An open file is one where there are no pawns on any side of the file. A semi-open file is one in which we do not have any pawns, but our competitor does. And now, when the game goes on, and pawns are exchanged, we have to clear certain files and attempt to use them to enable our rooks.

Weakening the castling

In order to bring our King to safety, we castle during the opening, but during the middle game, we must hold our castle secure. For this, the pawns that defend the King must not be advanced. Their job is to keep things secure, and they leave the King vulnerable as they pass.

We will also try not to double the castling pawns, so be cautious about trading in that board region.

We have to hold the protecting pieces near for castling to be secure, especially if the opponent may bring his pieces close to launching an assault

MISTAKES IN THE ENDGAME

Not activating the King

During the opening, we make such a huge deal of the King seeking refuge in the castling and remain safe during the middle game that beginners sometimes overlook that the King must play an active role throughout the endgame.

Once fewer pieces remain on the board, the Enemy King is less likely to be struck so that it can be triggered. It is a piece that can render threats and perform a primary position, like every other. There are situations in which one of the players cannot trigger their Sovereign, and the condition is equivalent to downing a piece.

Not paying attention to the creation of passed pawns:

Unquestionably, passed pawns are the great heroes in most endgames. When we learn the importance of each piece, we are told that a pawn is worth a point. And that in our minds is forged! Okay, note that when there are fewer pieces available, the pawns' worth rises steadily and more so if they become passed pawns (that's how they name the pawns on their path to a promotion that can't be prevented or blocked by other pawns).

THE BOARD SETUP

Setting up the pieces is the first move while playing chess. You have to start by positioning the board first so that the right side faces the bottom white square. This means that the right corner of the board would have white squares for both teams. The two horizontal rows that are nearest to you on the bottom side) are lined up with your pieces. Chess can use any of the squares on the surface, unlike a game of checkers.

Placing a rook (also called a castle) on the two sides of the board is the next move. Make sure you begin with the rooks, which are simple to recognize as tall pieces that only travel in straight lines.

Position the knights (which have horse heads) beside them until you

have put the rooks on the sides. Note that knights can rotate a total of three squares, but they can only shift in an 'L' form. They will hop over other pieces as well. Place the bishops directly next to them after positioning the knights. Keep going towards the middle of the board when setting up your pieces. Position the round-headed big bishops besides the knights. Bishops are only allowed to move diagonally.

Check to verify that one is on a black square before positioning the bishops, and the other is seated on the white square. Put your Queen on the leftover white square now if you are playing white (do the opposite if you are playing black). The Queen is simple to recognize, as the tallest piece. She has got a spiked crown on her head as well. She is the game's most precious item. Place the King on the last available square of the first row. The tallest piece is the King. It has a rounded crown with a cross that is elevated. Your whole first row is complete after you have put the King (this row is known as the rank). The King is free to travel in either path, but only once in a square. This suggests that you have to make sure it is covered and secured by other parts.

Finally, you put all the pawns in the second section. In front of the other pieces of chess, they sit arrayed. Just one space at a time pushes Pawns forward. They will, however, move two spaces on the first move. Your board is set and full when you have put all the pawns.

CHESS PIECES AND THEIR ABILITIES

There is uncertainty for many newcomers regarding the distinctions between the Queen and their King. The King has a tiny crown or a cross on it in nearly every chess set. The Queen is typically taller and has an angle at the top of its head that is curved. It is crucial to know about all the chess pieces and how they travel to properly grasp the rules. Let us look at all of the pieces and learn how they're going to travel on the board.

The King

The King is the game's most valuable piece; it is also the weakest, however. The King may shift just one square, in either direction, whether it is backward, forward or sideways. The King, regarded as the castling move (mentioned below), also has a special and specific move. In a place that is unsafe for him, the King will never shift himself. When you kill your King, the match is over.

Castling

For the King and the Rook, this particular law holds. Castling makes it possible for you to do two major things:

- Take the King to safety
- Out of the corner and into the center of the game, transfer your rook.

You should move two squares of the King to one side and then transfer the rook to the other side right beside the King. However, to be allowed to construct a castle, the following requirements must be met.

- For your rook, it should be the first move.
- For your King, it should be the first move.
- The way must be clear between both the King and the rook (no pieces will obstruct them)
- The King should not be under the "check" or may not have met one

If you are casting in one way, the King is going to get nearer to the side of your chessboard. This is termed as "kingside castling." It is labeled a "queenside castling" if you castle, on the other hand, where the Queen lies. No matter which side it involves, when castling, the King can only transfer two squares.

The Queen

The Queen is chess's most important piece. She can move all along rank, file, or

diagonal of any number of cells. But she is not permitted to jump over some other object. She is ready to strike in every direction she goes. However, like any other board member, she is out of the match if she is caught.

Rook

The rook can go as far as it can, usually known as the fortress, but it can only travel forwards, backward, or sideways. It cannot hop over some other item as well. Rooks, particularly when it comes to defending and coordinating with each other to fight the enemy, are known to be effective objects. Captures are optional in a chess match. The rook does not have to catch anything if you wish it to. It is just permitted to seize other pieces.

Bishop

The bishop may shift every number of squares if they are all diagonal. In its way, it cannot hop over items. If the bishop begins on a black square, he

has to switch to the black one diagonally, and vice versa. The bishop is good for other parts on the board to be shielded or secured.

There will be just two bishops on the board for your preferred shade. It is permitted to shift diagonally on the white one that lies on a white square, and the black moves diagonally on just the black squares.

Knight

The knight travels most distinctly relative to all the other pieces. The knight's head appears like a horse. In all, it pushes three squares, two squares in one line, and then at a right angle, one more box. This results in the form of an 'L'. It is also the only piece that can move above other parts in chess.

Two squares may be shifted vertically or horizontally by the knight and then one centerline. Other pieces are never permitted to obstruct the knight. It will leap over other pieces, ready to catch the enemy's pieces if it is put in a corner, though the knight is much more disabled than the Queen or bishop, which is, therefore, more prone to the opposition's capture.

Pawn

On the other side, pawns are categorized as the most complicated pieces on the board. Pawns are special since other pieces may be caught and travel in various directions. They pass on but diagonally grab other objects. But for first moves, the pawns can shift just one square at a time, in which case the pawns can move forward two squares. Pawns in front of them will grab pieces diagonally. They will never catch a different piece moving backward. If a piece covers the pawn, it cannot pass before the front piece passes.

Pawn Promotion

If a pawn hits the other side of the board effectively, it will become another piece (promotion). Notice that certain individuals assume that only a chess piece that was already captured may be traded for a pawn. It is not real. There could be a pawn being elevated to a queen.

En Passant

Another law that refers to pawns is "en passant," or in passing" in French. Throughout a game, if the pawn travels two squares on the first move, and therefore ends up beside the pawn of an enemy (meaning that this pawn moves two squares away to prevent the possibility of seizing), the pawn then has the choice of catching the first one it passes by. This move is only

feasible if it is first detected and subsequently acted upon by the player. Else the pawn capture choice would expire.

Chapter 2: Know the Rules

To shift a piece, you must use just one hand, and you must take it off as quickly as you have made the necessary move. It is unlawful to undo a move after you have shifted a piece. He/she must first transfer the King with one hand while the player castles, and then shift the rook with the same hand. Once a pawn is advanced, and pieces are transferred appropriately to undo the movements, players cannot enter certain pieces again if the promotion is not definitive, though, so a new piece may render every legitimate movement.

The player who checkmates an opponent's King effect will be proclaimed the champion in a match, and the match will be ended. The player must guarantee that any of the movements he/she produces are lawful and legitimate. When a competitor feels he/she will finally lose the match, they have the approval to quit and let the other player win.

When a player has no more legitimate movements left, and his/her King is not in check, the game is a tie. The game would hit a "stalemate" at this stage. This would stop the game automatically, as long as the step leading to the stalemate was lawful. When the time arrives, no player can checkmate the King of the enemy, nor can he/she make more legitimate movements. The game often ends in a tie. The game has entered a "dead position" at such a stage. This would end the game; none of them can demand victory.

The game often results in a tie if pieces have at least three times been relocated to an equal location on the board. If both players have made fifty moves concurrently without shifting any pawns without catching any pieces, another drawing condition occurs.

THE PIECES: RECOGNIZE YOUR ARMY

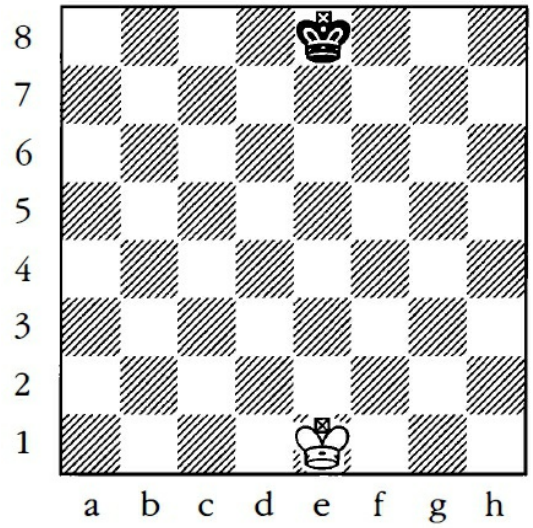
THE KING

The most critical piece of the game is the King. On top of his hat, he normally has a cross. He is at checkmate because he is under attack and cannot run, and the game is finished.

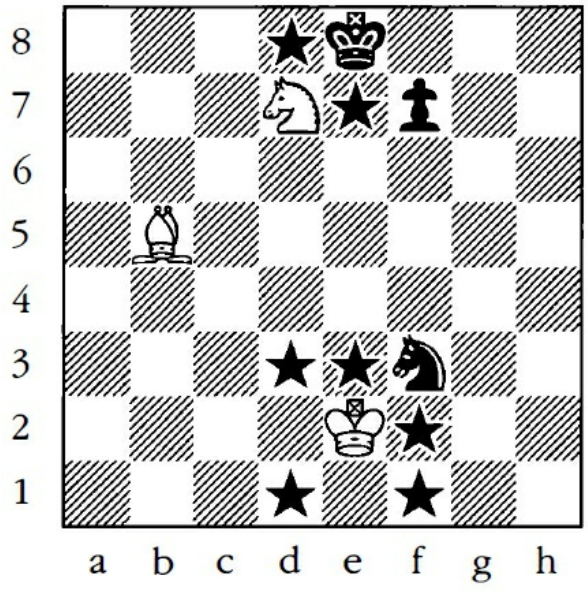
Origin Square: White for el, black for e8 (the opposite color of the King in the center).

Movement: Travels in either way one square; do not move into a square occupied by another piece (cannot move into check).

Captures: Moves to the square of the opposite piece.



King Starting Position

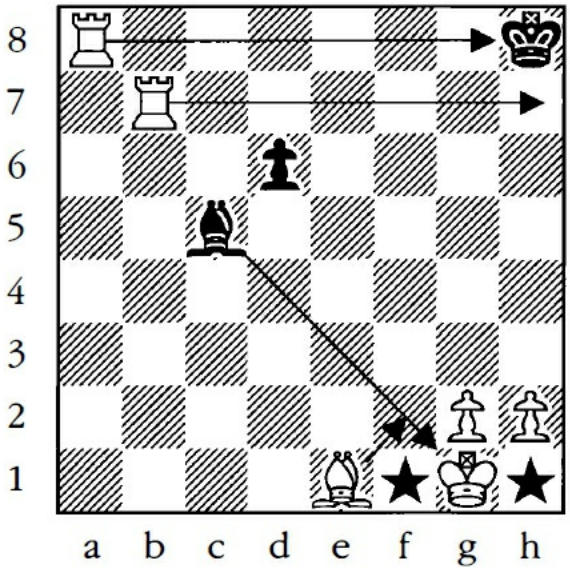


King Mobility

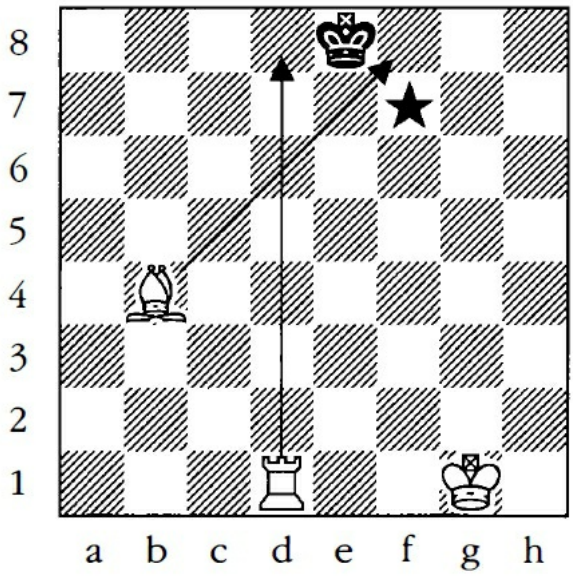
Fundamentals: Basically, the King is never caught. The King is in checkmate because the King is under assault and is powerless to end the threat. The black King is at checkmate in the illustration below since the a8-rook threatens him, and the b7-rook excludes g 7 and h7 as the King's exit squares. The black King cannot step forward, is unable to catch the invading

a8-rook, and is unable to position the black piece between the a8-rook and the King. White can catch Black's King, no matter what black does, and this is checkmate. The white King is in check so that he can switch to f1 or h1 away from the bishop's attack.

By transferring his bishop to f2, White still has the choice of blocking the search. In the final illustration, the black King can only move to f7 since e7 and f8 are attacked by the white bishop, whereas the white rook attacks d7 and d8.



Check and Checkmate



King Mobility 2

THE ROOK

The rook resembles a tower. It is a big piece because it can cover a lot of area with a single move, and other parts on the board just limit it.

Origin Squares: White on al and hl, Dark on a8 and h8 (corners).

Movement: Goes ahead with a file or rank as far as it likes in a straight line until hindered by a piece of its color.

Captures: Transfers into an opposing piece's square

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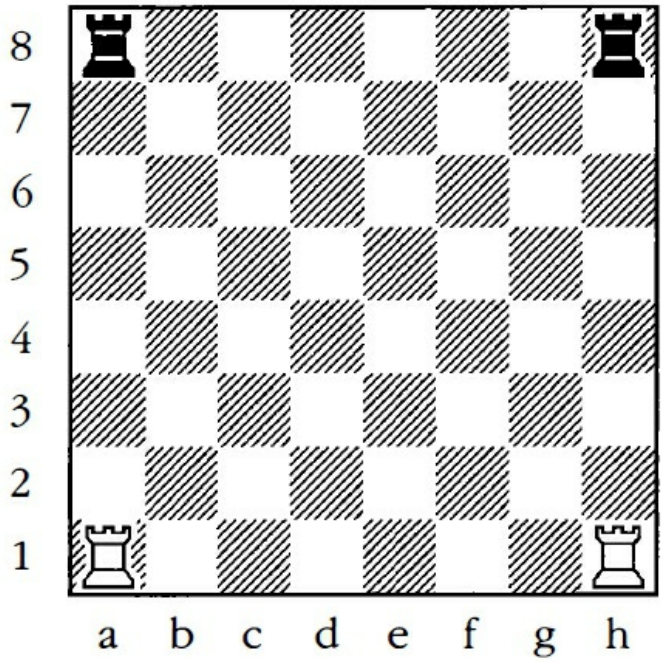
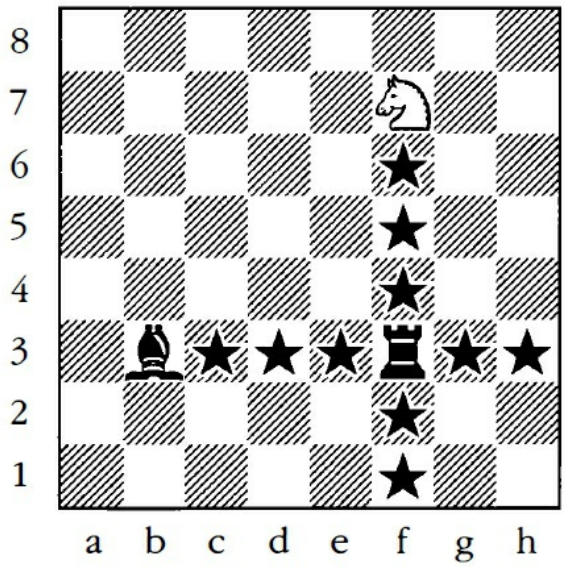


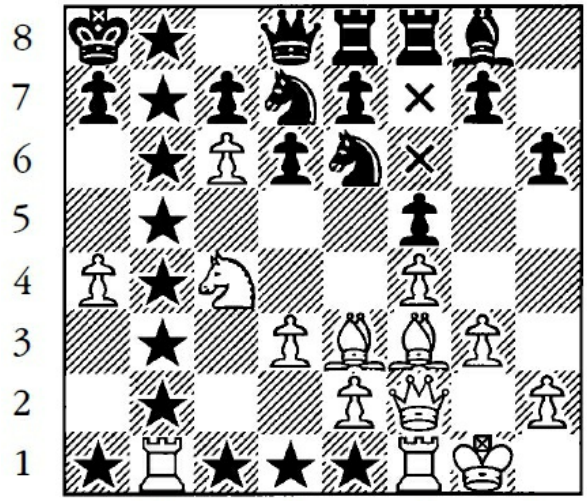
Rook Starting Position



Rook Mobility

Fundamentals: Since rooks pass along files and ranks, files and ranks that are accessible are most successful. The rooks of White are much better positioned in the illustration below than the rooks of black. Along the b-file, White's b-rook has maximum versatility, and all-white rooks are free to pass along the first rank. On the other side, black's rooks have zero versatility

along with their rank, and the f8-rook will shift to just two squares. White would have several opportunities to use his rooks, while black can strive to open his rooks' ranks and files to be more effective.



Rook Strategy

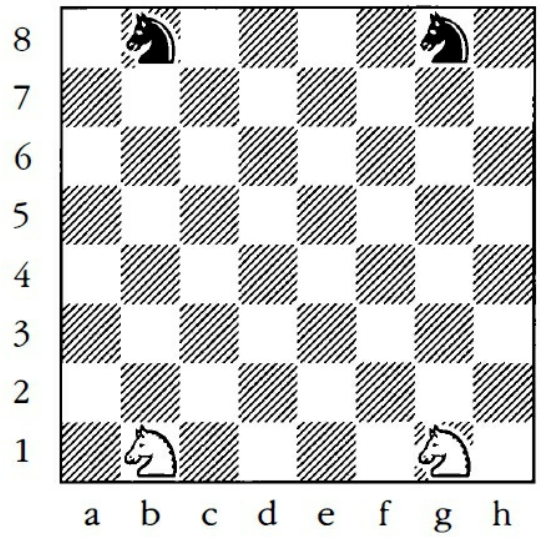
A KNIGHT

Typically, knights are built like horses. They are little pieces, so they are restricted in their mobility and require multiple steps to get where they want to go, even if they may leap over pieces and hit any square on the floor.

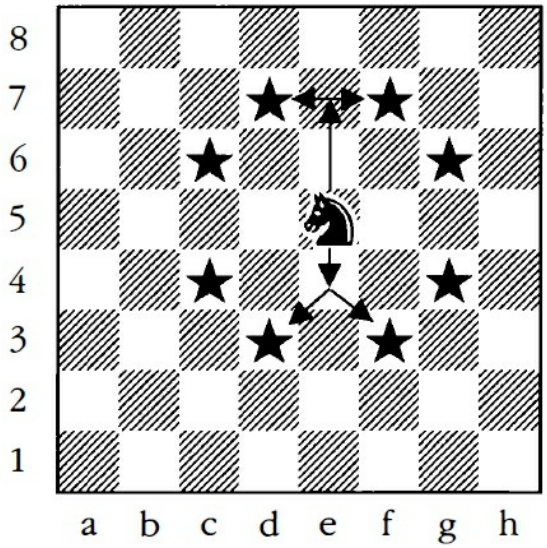
Origin Squares: White onto b1 and g1, Black onto b8 and g8 (besides the rooks).

Movement: Travels in the form of an 'l'; two squares and a file or rank, then at the right angle one square. One square with a file or rank, diagonally away from the starting square, then one square. It can hop over any piece of its direction, as long as a piece of its color is left empty by the target square.

Captures: Passes into an opposing piece's square.

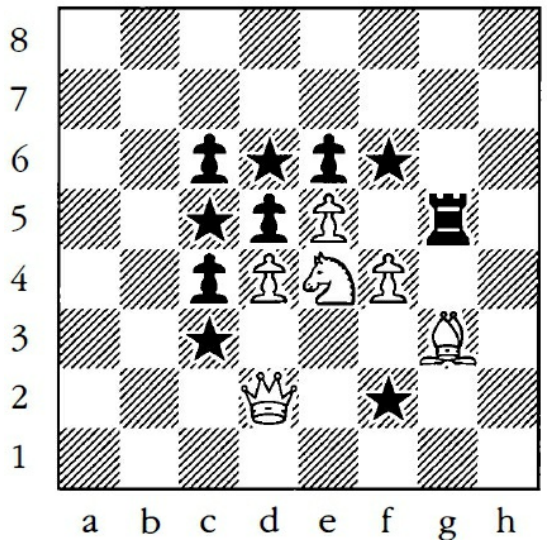


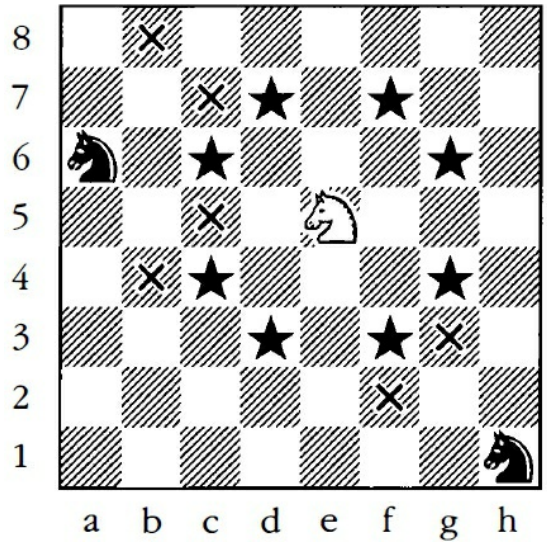
Knight Starting Position



Fundamentals: Since knights will leap over pieces, and though pieces clog the board (shut positions), they are relaxed going. Knights are effective since without being in the fire line, they can strike rooks, bishops, and queens. In the first example below, the white Knight will move to c5 and d6 over the pawns or grab black's g5-rook.

Another significant note is that knights are most successful from the middle of the board, in general. The white Knight strikes eight squares in the second illustration below, while the black Knight on a6 only keeps four, and the h1-knight only holds two. The Knight can typically be positioned to have some versatility, much as for a rook on an unblocked file. "To recall this notion, a popular phrase is a knight on the rim is grim".





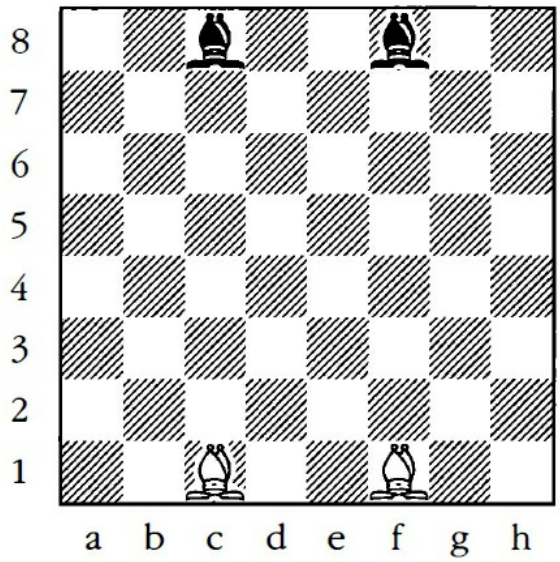
THE BISHOP

Bishops commonly appear like the hat of a Catholic priest. They are small pieces since, while they can easily travel around the board, each bishop is still restricted to just half the squares on the panel, and they can be stuck and unable to move if the diagonals are locked.

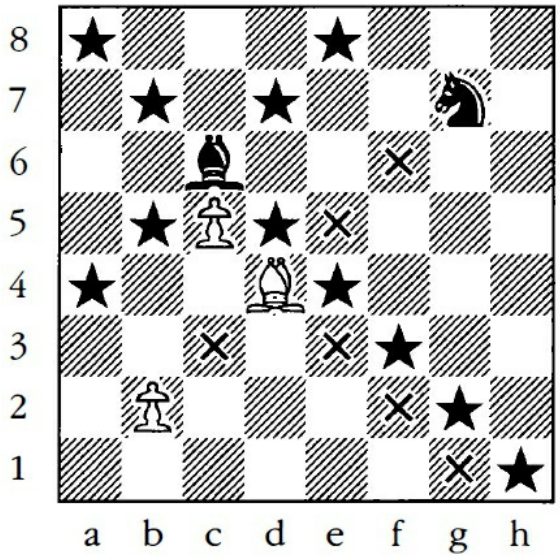
Origin Squares: c1 and f1 white, c8 and f8 black (next to the King and Queen).

Movement: Goes as fast as it chooses down a diagonal in a straight line until a piece of its color stops it.

Captures: Transfers into an opposing piece's square.



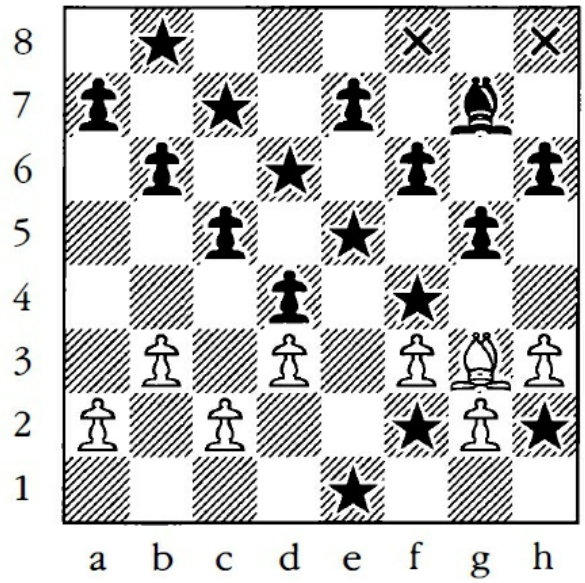
Bishop Starting Position



Fundamentals: A Player starts with a light-squared bishop and a dark-squared bishop for each match. When a player trades off or removes their light-squared bishop, the player with a bishop will no longer be able to impact the light squares and will need to move other items to that role since the dark-squared bishop will never reach the light squares.

The power of a bishop is dependent on the diagonals at its disposal. Below, we see that White's bishop is fine when he is a dark-squared bishop, and all the pawns of White are on light squares. This implies that without an issue, it will travel about. It will still have goals to attack until it falls behind black's positions. Black's bishop is bad; it has no open lines, and it will have

no goals to strike White's side even if a diagonal appeared.



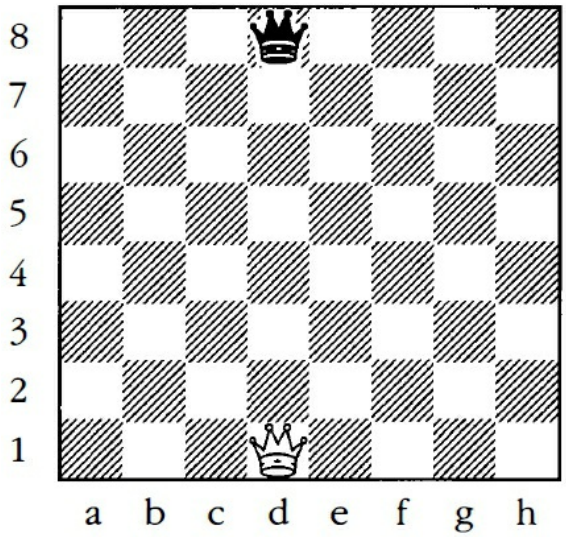
THE QUEEN

Typically, queens pose like a crown, and they are an important piece of the game. The strongest pieces on the board are Queens, so they move like a blend of bishop and rook.

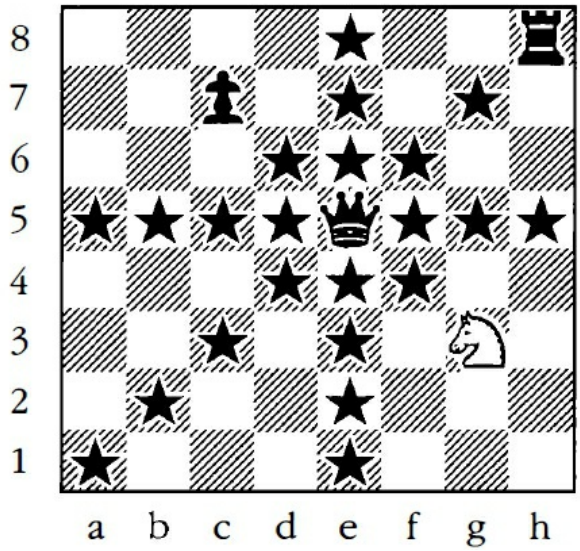
Origin Squares: White on d1, black on d8 (the same color in the middle).

Movement: Goes as much as it prefers together with a file, rank or diagonal in a straight line unless hindered by a part of its color.

Captures: Transfers into an opposing piece's square.

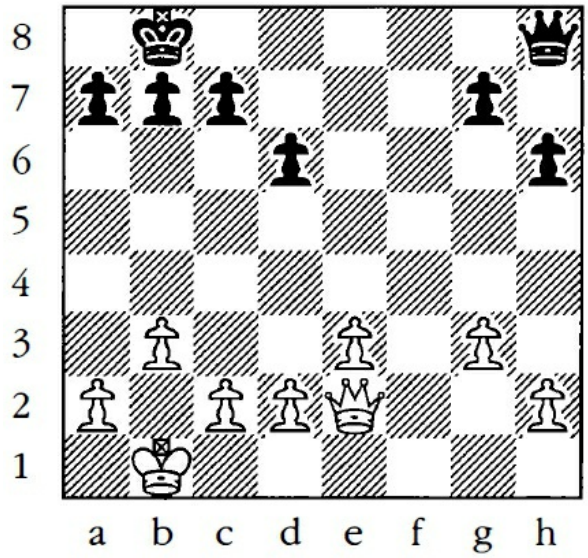


Queen Starting Position



Fundamentals: Since the Queen is so strong, keeping her in reserve until the right time is typically prudent. She likes open directories, ranks, and diagonals, so the Queen moves like a rook and a bishop. She just wants one of them to be a valuable item, though. Below the white Queen can access the a4-e8 diagonal, the a2-g8 diagonal, or the 4th rank using the f1-a6 diagonal. The White Queen may also reach the h5-e8 diagonal, the h3-c8 diagonal, or the 4th rank by utilizing the d1-h5 diagonal. To place strain on black's camp, she may also switch quickly to an available file. On the other side, the Black Queen is even more restrained. She still has connections to the 8th rank from her present place. She first has to take a step to get to a location with more accessible lines to be more powerful (perhaps the dB-square, g 8-square, or h

7-square).



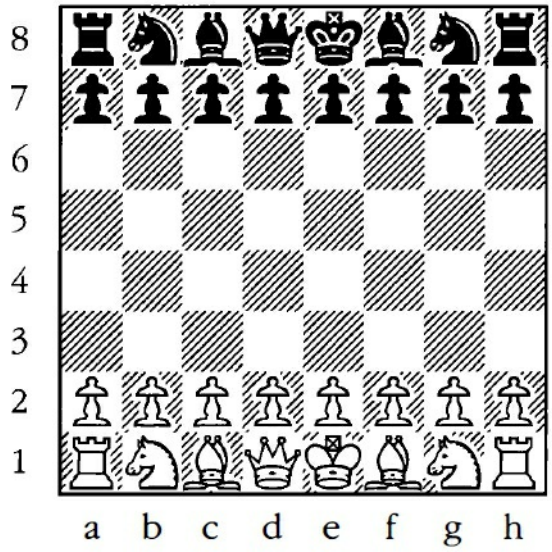
THE PAWN

Pawns are the shortest and, collectively, the lowest pieces on the board. However, they dictate the location of the other pieces when paired with other pawns. If pawns step forward to their 8th level, they become more important when they progress to a major or minor piece until they enter the 8th rank.

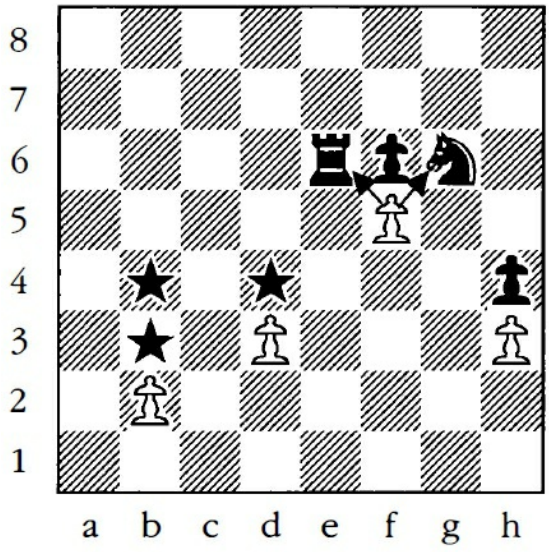
Origin Squares: Each square in front of the other pieces is the second rank of a player.

Movement: On their first move, one or two squares will move straight forward, only a single square forward after that until any piece prevents it. Pawns do not shift horizontally or backward.

Captures: To grab an opposing piece, it pushes a single square diagonally forward.



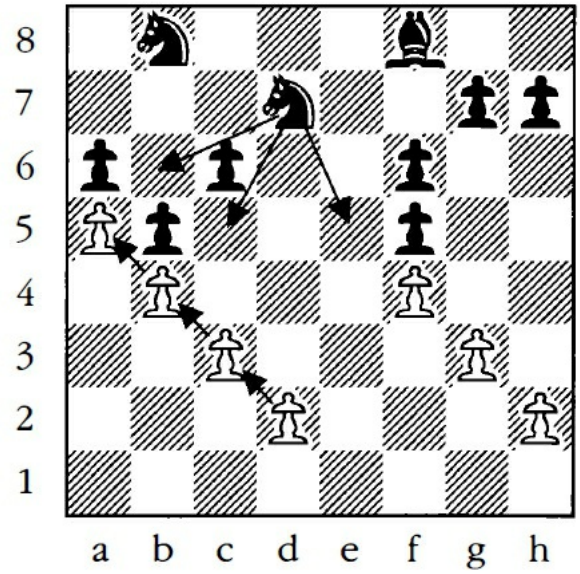
Full Starting Position (with pawns)



Pawn Mobility

Fundamentals: Although pawns are individually small, they may defend each other in a pawn chain since they capture diagonally. As in the illustration below, when pawns are placed diagonally, they create a wall that discourages opponents from taking them so the next pawn would automatically take that piece. A1, because they can be blocked from advancing but also impacting space due to their diagonal catch. Below, we see that the d7-knight is stuck since all the squares the Knight might switch to are occupied by White's pawns. Depending on the sort of room they choose to build for the location and components, players must be cautious about how

they put their pawns.



CHECK AND CHECKMATE

When a player's King is in danger of capture, a check is a state in chess. With their next step, the player who is in check must withdraw their King from the check. There are three approaches to get a check removed:

1. Retain the piece that is giving the check:

In the examples discussed, we can see that the Black King is in check. The only way for black to get out of this check is to grab the bishop on h7. Since any piece on h7 does not cover the bishop, this is a lawful step.

2. Switching the King from Check:

The bishop is now covered, as we can see, by a knight. Black cannot catch the bishop; Black can transfer his King to the square of h8, though.

3. Blocking the piece that is giving check:

A search may even be stopped without the King being shifted. Black could shift his King to h8 in this role and move away from the line of threat; he could also put a piece on the bishop's diagonal to defend his King.

Now that the three forms in which you can verify your adversary have been addressed, let's look at the following situation:

There's a Black piece in check.

What are all the potential steps black can make to avoid the catch threat?

Think hard, and then scroll at the end of the chapter to see the answer when you think about all of the potential moves.

When a player can't get out of the check situation, what happens?

What if there is no legitimate move that enables a player to exclude himself from the check, in other words? It is called a checkmate when this arises, and the player who is checkmated loses the match.

This position is close to the previously mentioned roles. The distinction is that the bishop will not be caught by whites or shift out of the bishop's attack line. This implies that black is checkmated, and white wins the match.

A solution to the above situation:

There are six forms that the black team can get out of check.

- The King will move to A7 or A8
- The rook can switch to c7
- The Queen is willing to switch to c7 or d66
- The Knight is willing to jump to e5.

UNLAWFUL MOVES

When a player performs an unlawful motion, they must undo the move and execute one that is deemed lawful. The player could make the pass, if necessary, for the same piece they had initially pushed. This is because this is where the touch-move law would apply. If the opponent created an improper castling step, then the law of touch move would refer to the King and not to the rook piece.

The judge or arbiter needs to check that the time on the timer is revised as this occurs. The game would have to be launched from the stage of the incorrect place if the players didn't realize the error until they played forward.

If a blitz match were performed by the teams, in which case all players had a limited period to make a pass, so the regulation would adjust. A player is permitted to fix an unauthorized action only if they are not under threat at the moment. If the player is under pressure, the adversary can eventually declare victory if they make the next pass when the offender attempts a still immoral gesture, which can therefore be acknowledged without all players needing to pay any punishments.

An enemy is given an additional two clock minutes for an unauthorized step penalty based on normal FIDE chess rules. If the same player performs a second unlawful attempt, so the game is done for that player. They need to win the game if the enemy is willing to make legal plays to help them win.

SPECIAL MOVES

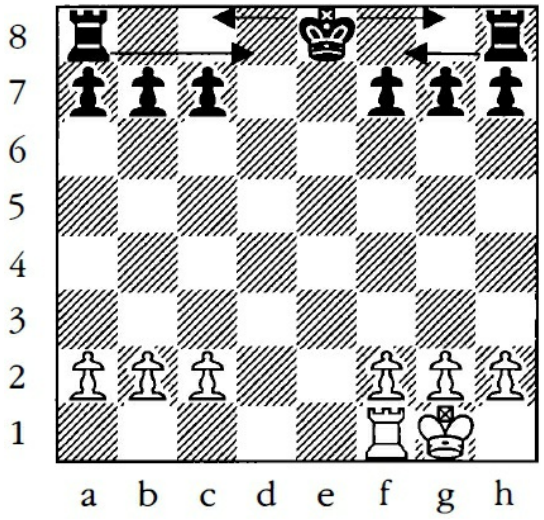
There are three special moves discussed in this section. A brief intro of castling was also provided in the previous chapter, but here we will explain in detail each type of special moves in chess.

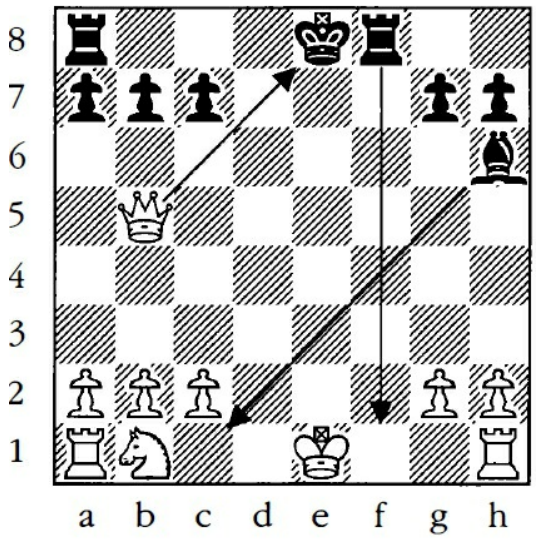
Castling

Castling is a move specific to the partnership between the King and rook; in other games used early to defend the King from attack, it is a normal move. Players should only play once a game, and whether it is and is not permissible, it has a few rules.

The King pushes two spaces against one of his rooks in the castle, and the rook moves onto the square over which the King has skipped. The black parts demonstrate where they would move if black were to cast in the first diagram. When the player castles to the side of the King, he casts short; when he castles to the Queen's side, he casts long.

In the first diagram, White has cast short, and his King is secure from any unwelcome assaults. Behind his pawns and rooks, he is better than the black King, who is now seated vulnerably in the middle of the board.





Illegal Castling

Castling has four rules:

- If there are other pieces in the castle's way, you can't castle.
- If the King or the rook (the one being castled) has moved, you will not castle.
- If your King is in check, you can't castle.
- You're unable to cast into or through the check.

The black King can't castle in the second illustration above since he is actually in charge of the White Queen. Black would not be able to castle kingside if he wanted to prevent the check by shifting his pawn to c6 since the h-rook had already advanced. The law also holds that the hook went back to h 8, and black will be unable to castle kingside.

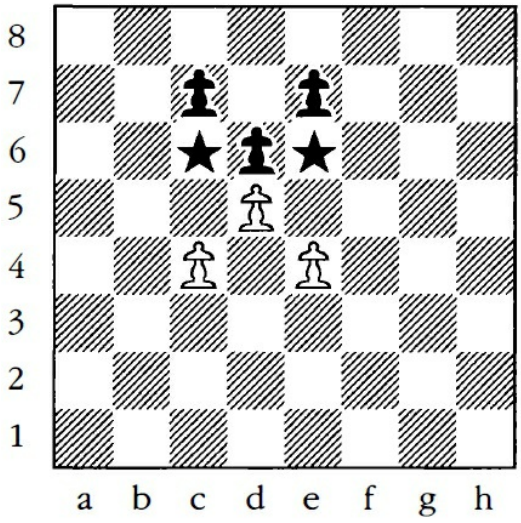
In the second diagram, the white King is still unwilling to cast on either hand. White is unable to castle kingside since he will have to transfer his King on f1, which is under assault by the f8-rook, by check. White can't castle queenside because, at c1, which is under assault by the h 6-bishop, his King will step into check. Since the b8-knight blocks the direction of the building, White does not castle queenside as well.

Early casting is a smart strategy since it typically makes the King more comfortable. Typically, the castling kingside is better since the a2- and a7-squares are marginally prone to assault while a king casts the queenside. For

the King to defend them, he will have to switch to B1 or B8 again. When a king is castled on the kingside, though, he automatically defends all three pawns.

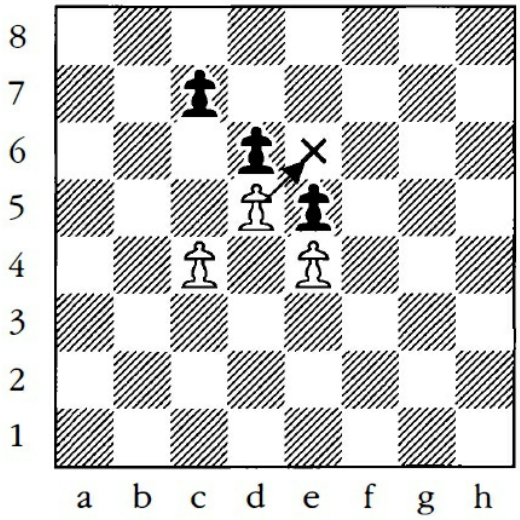
En Passant

Pawns have the potential to capture other pawns in passing due to their unusual motions and catch motion. "This term in French implies "in passing". Since pawns get to travel two squares forward on their first step, they can potentially step across the catching square of another pawn. White's d5-pawn carries c6 and e6 in diagram #1. If either black's c-pawn or e-pawn demonstrates its potential on the first shift to move two squares forward, it will actually push through one of the catching squares of the d5-pawn. In that situation, White has the choice of catching the pawn en passant, i.e., when it moves across the square of capture.

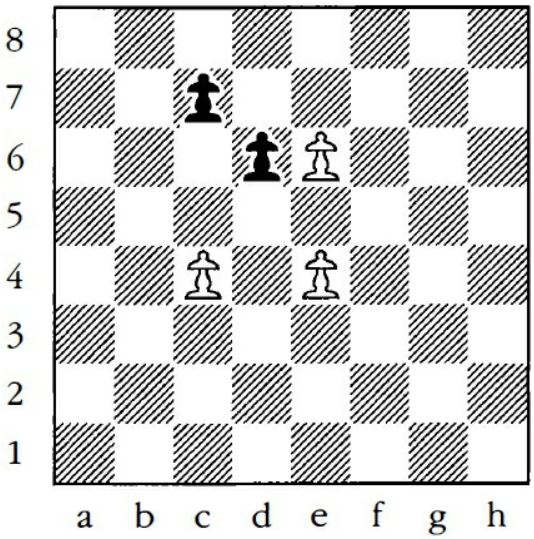


En Passant #1

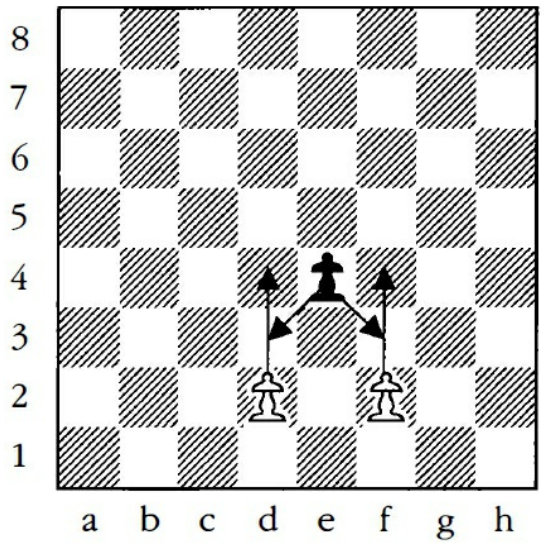
Diagram #2 suggests that black has pushed two squares of the e-pawn forward, moving the capturing square of the d5-pawn on e6. White will shift the d-pawn to e6 to catch en passant and catch black's e-pawn. After the catch, Diagram #3 displays the location. Black has the same alternative when a black pawn sits on rank 4 (5th rank of black), as seen in #4.



En Passant #2



En Passant #3



En Passant #4

Only when a pawn is on its 5th rank is En Passant necessary, thereby retaining squares that an opponent pawn has to move over when moving two squares on its first move). A player should only catch en passant on the first move after the adversary's pawn has advanced; if they do not automatically capture en passant, they give up the chance to do so.

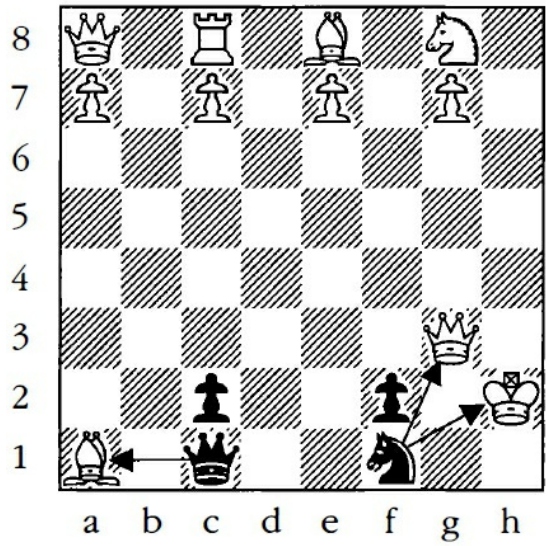
Promoting Pawns

Due to their specific motion, pawns have another skill. Since they could just step on, they would have nowhere to go until they hit the other side of the floor. They have the opportunity to encourage another piece rather than getting trapped at the edge of the board.

Pawns may promote any minor or main piece: a king, a bishop, a rook, or a queen. They can't clearly, promote the King. They are not restricted to encouraging pieces or the pieces at hand, which has already been caught. If a player needs to support a queen and no queen, the player may find a queen or choose another object (such as a queen). Upside-down caught rook), as long as all players accept that the piece is a queen.

Quite frequently, as it is the most powerful piece, pawns inspire a queen. Above a queen is promoted by black's c-pawn, so it will then strike the White Bishop on a1. It can be beneficial to under-promote, though. Black's f1-pawn has been upgraded to Knight when it strikes both the King and Queen of White instantly. The new Knight would be able to catch the Queen while White protects the check by pushing the King. Promotion

normally takes place at the end of a game in chess games, and often players compete to first promote a pawn. When a player gets a pawn close to his promotion square, his adversary always has to shift pieces to protect against the pawn; since it is just a pawn, it must defend its ability (if it is promoted), so the opponent tries all he can to avoid the promotion from occurring.



Each piece has a collection of features that offer a specific flavor to it. A genius kind of dance happens at each step of the board as the pieces work together to build places and carry out plans. The game's center is represented by the monarch, the main pieces (rook and Queen), the minor pieces (Knight and bishop), and the pawns acting in concert. To play chess, knowing the complexity of each piece is fundamental. The basics presented in the preceding two parts are the roots of all the subsequent ideas; these essential principles are the foundation blocks of all you can ever understand about chess.

Chapter 3: Planning Your Strategy

A game of chess is divided into three stages, i.e., Opening, Middle game, and Endgame. Though not every particular chess game passes through these three stages (some games may finish in the Opening or middle game), it is important to consider at what point of the game you are playing in a while.

Chess is somewhat like a battle. You're not only going to run straight into combat. First, you're expanding your territories (moving chess pawns), then planning your powers for combat (developing your pieces), and eventually, you're starting the fight. Moving pawns allow you to win an area in chess and release your pieces to pass freely.

OPENING STAGE

The opening stage is the game's initial level. This is where all sides build their powers and "prepare" for the middle game itself.

The creation of a chess piece involves putting a piece in a square where it is more involved. All the pieces are behind the pawns at the beginning of a chess game and have minimal versatility. We're developing their practices and training them for combat as we transfer, or build, our bits.

Although there is no straight cut move marking the end of the Opening and the start of the middle game, once both players have castled and formed their queens, it is generally called a middle game. In its opening step, here is an illustration of a game

Players over the course of time have realized after millions of chess games which starting moves score best and which ones are less potent.

At the maximum level, hundreds of chess opening variants are memorized by competitors. This helps players without any effort to gain the upper hand and create 10+ movements. Chess players have often called relevant "openings" or sequences of movements. The illustration above, for instance, is generally referred to as the French Security.

Memorizing various chess openings is unnecessary, but it is important to remember what a player would do in the opening process.

In the Opening, you should:

- Create the pieces!
- Secure your King. "We addressed an important move named "castling" in the previous chapter. In the opening process, you want to castle.
- Prevent, if necessary, repeatedly moving the same piece. You need all of your pieces to be developed.

MIDDLE STAGE

The middle game phase begins after both sides have developed their forces. This is where the chess game's central battle occurs. Both parties are developing a plan and trying to execute it. The middle game determines many chess games.

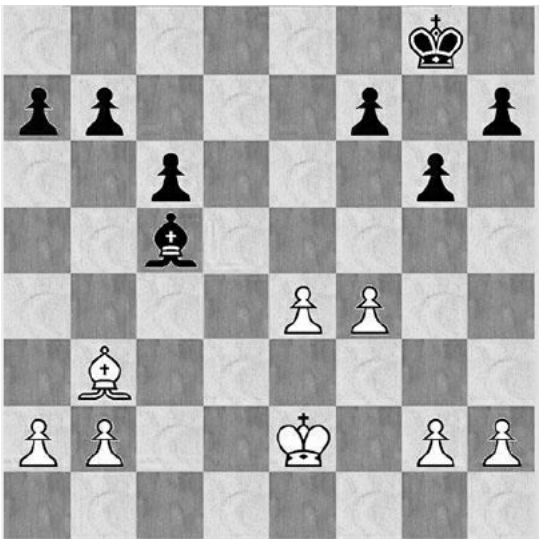
The above diagram shows that both sides have castled their queens and developed them. A plan should be created by both parties and do their best to implement it.

In the Middle game, you should:

- Look for a tactic! If your strategy is good or bad, it does not make a difference. A bad plan is better than no plan whatsoever.
- Maximize the performance of your pieces. You formed your pieces in the Opening; however, we can look for our pieces' ideal square in the middle game. Perhaps we want to bring our apiece in or swap, a solid rectangle. Knowing what you want to do with your pieces is crucial.
- Secure your King. The ultimate target of chess is the opponent's Checkmate. Always ensure that your King is secure and stop undermining the protection of your King.
- Think of the enemy. You're not the only one playing chess: the rival is preparing to do so as well. Often try to find out the next thing your adversary wants to do. For both phases of the game, this applies.

ENDGAME

The bulk of chess games have an average of around 40 moves, meaning not all games hit the Endgame. Many pieces and pawns are traded over the duration of the middle game. With the idea that the kings are interested in the battle, we may identify an endgame. Typically, in the Opening and middle game phases, we want to defend our King; however, since several pieces have been exchanged, the King is typically secure. In the Endgame, when deciding the result of a game, the King plays a key role.



A very simple endgame is demonstrated in the above diagram. We can see that the white King is in the middle and is at no risk of being checked. All sides have just one bishop.

In the Endgame game, you should:

- Trigger the King: This might sound target, but in the Endgame, the King is a really important piece. Since both teams have traded a large number of pieces, the King is normally secure.
- Have your pawns promoted? It is better to encourage pawns in the Endgame since both players have fewer pieces.
- Get your pawns protected. In the Endgame, pawns are more important, so they can quickly become queens.

TOP STRATEGIES

A key factor that makes the game royal and gorgeous is a chess strategy. You and your adversary will start unfolding new ways until you make the correct opening steps. Soon, the "true game of chess" starts, and you both will eventually be addicted.

All like researching the ideas behind Opening moves and discovering different tactics and methods that will lead the road to success. The middle game is, though, where players either win or give up. Strategies for the end game are very simple; either you succeed or fail.

Before they hit the end, several chess players give up. Reading on, you can definitely learn new techniques and methods that are effective. This is a significant chess field. You won't be able to succeed without getting an

understanding of simple tactics. There is so much data that comes your way at this stage that playing the game will leave you exhausted. Let's look at strategies that, in no time, can help you win.

Three Basic Opening Chess Moves

Let's look at three chess tactics for the Opening. The first thinking for a newcomer is now what we are supposed to do? There are too many pieces on the board, and where do we start?" When you see the chessboard with all the chess pieces in their respective positions, let's look at three moves that will help you create a good and assured opening.

The first things you need to understand are that "power squares" are the four center squares, mostly because it's where the middle of the board is, and it's precisely where you have to set up a control core." For instance, it governs up to eight extra squares if the knight sits on the center square.

That is obviously a really powerful place.

However, if your knight is on the middle side of the square, it governs only four squares. Similarly, only in the middle of the board can other pieces still have a good influence. When you begin the game, the first thing to worry about is "center power." Shifting your pawns to the center squares of the board is the first step you can make. To help manage the game, it is always really necessary to try to bring pawns into the middle.

"Part creation" is the next critical phase. Just like a war, you have to note that the parts function for you. You have a job to give them. They are not satisfied if they only stay in the last section, so they have no job to do.

This implies you have to think of a way to try to work with you and bring the last set of pieces out of the floor.

Typically, the knights seated beside the bishops are the next pieces that the players carry back. You should transfer a knight to "f3" and the other knight to "c3." Both knights move closer to the middle of the board to move the knights. You did not switch the knight to "h5" since it allows the knight the choice (instead of eight) to manage just four squares. Always be focused on the center of the board.

First, you must move the two bishops back, maintaining the attention in the middle of the board again and managing the squares of the center. Your next priority should be on the "defense of the leader" after making this Opening move, which is the main challenge of a chess game.

You, as a player, should consider the King to be a boy. We know that

Protecting babies is critical. For the monarch, the same happens. The King still needs to be secured. In the first few movements, the easiest way to defend your King is "castling." You may need either castle on the "kingside" or "queenside." More preferably, Kingside castling is preferred. You have to transfer two spaces of the King to the right to achieve so and then move the rook to the other side of the King. This holds the sovereign, defended by other pieces, in a fortress-like place. Now let us look at some other openings that are common.

Ruy Lopez

This opening technique is also regarded as the "Spanish opening in chess." Much like

the previously mentioned strategy, the Ruy Lopez strategy is very easy and clear. There is not much brainpower needed for this technique. It is so popular that in fun games or competitions you can see it.

Just pretend you are playing a match against a buddy of yours. You play the white pieces, and your rival takes the black ones. Simple movements exist, including moving the white pawn (you) to e4 and moving the black pawn (your opponent) to e5. You are going to move the knight to f3 next, and the black knight will react by shifting to c6. You can also pin down the black knight with your bishop as the white player; this move places the knight (as well as the pawn at e5) in danger of being caught.

The most common black answer is to change their pawn to a6. To try to divert the bishop from assaulting the knight, this pass is completed. You have two choices, though, as the white player: either strike the knight or withdraw. The enemy can also catch the bishop with his/her pawn if you plan to strike the black knight.

Another move you should do is holding the bishop, and we all realize that he has several different talents. The bishop could be pushed down to c4 or a4. It is recommended at this stage that you can retire to a4 with the bishop for two purposes.

- It will hold the bishop secure from the assault of the black pawn; and
- At the start of the campaign, it pins your bishop to the knight you were originally looking for.

The opponent would have to think hard of other pawns and the knight with a move like this. He/she will instead switch his/her pawn to b5. After that, the white player can transfer the bishop back to b3. This is also a strong position since it helps the bishop to attack the F7 pawn of the enemy. With this move, if the adversary tries to move the pawn from a6 to catch the white bishop, with his/her pawn to a3, the white player will similarly capture the black pawn.

The black player can attempt to transfer the bishop to f6, however. The black player would be able to catch the pawn of the white player on e5 after this. In this case, and if the knight captures the pawn, then with the castling, the rook and Queen will step out to control the middle and get ready to strike the enemy. You can try to go for kingside castling.

You will move your knight until you move the King and catch the opponent's pawn on e5. Their King would be in "scan." For a White match, this is a nice condition. This is a traditional form of playing an opportunity for Ruy Lopez. The enemy would presumably transfer their bishop from this move to e7 and then the fortress. You would then be free to begin hitting the black pieces.

At times, this strategy sounds repetitive, but if you learn the movements, you will certainly be able to create stronger moves in the center of the game. You may have noted, thus far, through these moves, that none of your white pieces have been caught.

The Sicilian Defense

Let's look at the fundamentals of Sicilian safety. When most people see this Opening, they are surprised because it is one of chess's greatest opportunities. In the Sicilian Defense, there are potentially over ten variants that can be played. You will still discover something different, no matter how many times you play this strategy. Here we can dig at this defensive strategy's raw basics.

Typically, by moving its pawn to e4 and taking control of center squares, White can start. The pawn on c7 would move to c5, the counter center, instead of transferring the black pawn to e5. White then follows on

F3 with its knight. At this stage, there are so many other variants that you might play, but the most common one is to move the pawn from d7 to d6; this produces a small pawn chain" and opens the way for the bishop's

advance.

So, the white pawn shifts from d2 to d4; this must be caught for the black pawn, and the black pawn must be captured for the white pawn. Through this move, since the knight is out in the middle and the pawn, you can see that White has a greater gain. Today, the black player's main goal is to try to keep the white player from withdrawing his pawn from c2 to c4, which will establish a "Maroczy Tie."

The Maroczy Bind helps an enemy take better possession of the middle and improve their winning odds. The Black can shift the knight from g8 to f6 to avoid that from happening; this allows it easier to strike the pawn on e4 to deter the white player from transferring to Maroczy. Moving the knight from b1 to c3 is a standard move that the White would make.

The black player must switch his pawn from a7 to a6 to avoid the attack on the b5 square to stop an attack on the b5 square, specifically directed at the Black King. This move prevents the knight of the white player from moving to the square of b5. Also, the white bishop on f1 would still be prohibited from advancing to b5. It would be forced to switch to the back of c4 or elsewhere. The game will progress in some other direction from this stage.

The Italian Game or Giuoco Piano

In chess history, this is possibly one of the oldest game openings ever known. It is claimed that chess players, such as Polerio and Damiano, invented these moves during the 16th century. It was further developed by Greco (1962), who gave this technique its key theme.

This technique has been studied thoroughly for more than 300 years now. It is often referred to by people as Giuoco Piano. This word, however, especially refers to the play after a player moves the bishop to C5.

This Opening varies somewhat. Most chess grandmasters never choose it since it will (if not performed well) lead to a tie. This Opening, though, is deemed a successful one and assists in the creation of pieces. If the white player transfers his pawn from e2 to e4, shifting his pawn from e7 to e5 is a potential move for the black player. The Italian move is defined by the white player shifting their bishop to c4 (instead of b5) if the black transfers his knight from b8 to c6. The adversary would then switch from f8 to c5, their bishop. The best play for White would now be to shift their white pawn from

c2 to c3 to be able to effectively continue the game.

The player will then transfer their knight to f6, making it simpler for the opponent's e4 pawn to be struck. Then the white player moves their pawn to d4, and the black player begins the casting of the kingside.

Offensive and Defensive Strategies

If you are unfamiliar with chess or an expert, the critical combination of offensive and defensive tactics is the most important thing to consider. To easily smash their rival, most novice players are eager to go on the offensive. Although it could be very amazing to pull this off, the possibility of such a fast offensive win (especially against seasoned players) is extremely unlikely. The biggest drawback of the all-out offensive is that any seasoned player can quickly see the open gaps in your defense. Expert players just sit back and wait for an error to be made by their rivals.

Think of chess as a battle in which you must protect your King and make attempts to seize your enemy's capital at the same time. An army with a little protective cover that bravely marches through the front line appears to easily suffer a crippling loss. This is the reason why beginning a game with a balanced approach is necessary. If you wish to succeed, it is fundamental to have both protective and offensive tactics up your sleeve. There are occasions when merely waiting for the enemy to launch an aggressive assault and simply noticing the holes in their strategy is the best offensive move. Instead of encouraging them to identify your vulnerabilities, this would give you the additional benefit of discovering gaps in their security.

Working on both your defensive and offensive skills is critical. Any excellent defense and offensive tactics you should use are below.

DEFENSIVE TECHNIQUES:

The French Defense

This move is a counterattack to the first white action, 1.e4. White requires black to move diagonally with the first black move, a2-g8, which is black's main limitation and helps the adversary manipulate center squares after 2.d5. It is tough for even the most accomplished chess players to compete against the French defense since it is a special and unexpected defense.

The blocked bishop on the queenside (which was blocked by the first

1.e6 move) would experience the greatest black challenge. The whole game usually circles this big weakness. If you want to win a chess game, it is important to understand your weakness(s).

A significant aspect of French security is that Black typically counterattacks on the Queen's side, whereas white usually focuses on the side of the leader.

The French Defense (against White's 1.e4 move) is rated second in popularity to the Sicilian. This technique is an excellent method to liven up your chess game and throw your opponent off course because most games start with 1.e4.

Caro Kann

This, in answer to the King Pawn 1.e4 opening strategy, is one of the most common defensive openings. In the next move, Black will then react with 1.c6 with a strategy to thrust forward with d5 and strike the white central pawn on e4. This is one of the very few tactics that can place black on the fair rivalries mainline. Particularly at the end of the game (when the mainline is played), you might consider black as being in a better place. This occurs because, by this move, Black does not have to sacrifice its pawn structure and can have a considerably simple end game.

There are different Caro Kann Security variants, but with 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Bf5, the mainline carries on. This is a primary configuration that you need to learn if you choose to use Caro Kann. Opening with this technique will eventually transition to the French Protection in different scenarios. Black would usually have a pawn on c6 while playing the mainline, however. Afterward, the Black can pull out the light-squared bishop and will allow a pass to e6. The next step will be to put the knight to d7, thus assisting the potential knight on f6 if the black pawn is on c6. On c7, the black Queen can be put, while the dark-squared bishop has separate lines, and pawns do not obstruct.

Usually, while the Caro Kann Defense does not obey the main lines, it will move to the French Defense. This implies that if you wish to use Caro.

Kann Defense, you must have sufficient knowledge of French defense.

This is not a dazzling opening tactic, and it is not offensive. However, throughout the end game, it is a very sound defensive that results in black getting an edge. This defense is certainly for you if you have a solid base in

end game strategy and pawn structure.

The Pirc Defense

This solution is a hypermodern defense, meaning it does not try to dominate the game early on with pawns. Using minor pieces from the sides, Black assaults the middle. When the cornerstone has been set, it tends to weaken the power of the white middle.

There are only two main assaults that the Pirc Defense can be played against by White. The first move is one of the most offensive movements in chess, the Austrian assault, in which white changes its f pawn into f4. This move reveals the white King; however, places added strain on the black King's hand. A brilliant strategy is to strike the King violently, and is cast on the side of the fianchettoed bishop; this is what Black does in defense of Pirc (followed by Bg7 by the g6 move). White's second assault is the Classical System, in which the second knight switches to f3 and places himself until White intends to attack to generate a better center power.

Black has good counterplay in both assaults but must be careful against playing too aggressively. It will find itself in a precarious situation in which it is too cramped to step forward if Black is not vigilant. The safest move to do for Black is to strike White's middle until the enemy has any hope of attacking.

The Dutch Defense

This technique, especially against 1.d4, is a surprisingly active defensive. Black aims at managing the e4 square with the Dutch Defense, thus totally unbalancing the position. Further down the lane, the black one will reinforce the assault on the King's white foot. The key strategic component is that Black's normal poor square (f7) becomes an even larger target. In general, White can concentrate solely on attacking the vulnerability. Black may have several active parts that are not crowded as an answer and will deliver an entertaining assault on White.

White usually fianchetto the King's bishop towards g2 intending to protect e4 square that Black is assaulting. To apply pressure to the dark squares, Black will presumably fianchetto its bishop as well. Because both Black and White have different tactics, the bulk of the game is very active and lively with the Dutch Defense.

This defensive tactic offers you many counterattacking choices and is a

very nice solution if you are one of those players who sometimes experience 1.d4 and hate playing the Queen Gambit.

The Alekhine Defense

This solution is another hypermodern defense against the white e4 Opening that is most used. Black helps whites continue pursuing his knight around the board by acquiring pawn moves at a pace that would help whites achieve center dominance of the board. In the meanwhile, black undermines the overextended pawns of White.

The only thing Black needs to note is that Black does not have the luxury of playing passively until your knight is pursued across the floor. It is important that the central control of black strike white, or else white would win a crushing victory.

Usually, White has three key lines to choose from. It typically starts, though with 1.e4 Nf6 2.e5 Nd5 3.d4 d6. Based on the chosen version, this is where things continue to modify. White has the choice of selecting from a four pawn attack offensive line, in which White will try to position its four central pawns close to the middle. White can play exchange variations that accompany the attack on the pawn as well. However, the d6 pawn would be the last pawn it would opt to trade.

With its king pawn, Black has the option of playing a sharp line to capture. It can also choose an uber-aggressive and exciting strategy with its c pawn to capture.

The Benoni Defense

This method is an incredibly offensive one that can be played in response to the traditional d4 opening of White by Black. While most defensive tactics seek to earn draws and close up against the pawn queen's Opening, the Benoni Defense gives various black possibilities to equalize the game and acquire an advantage to start fighting for the victory.

The main emphasis is white center control of light squares with the new Benoni Defense, with the central pawns put on d5, and black center control of dark squares. To add protection on the dark squares, Black will attempt to fianchetto its kingside bishop against g7.

You want to hold continuous pressure on the d5 square as a white match, use it to set up outposts for small pieces and place further pressure on Black.

You would like to discourage White from placing pressure on you as a black player to keep them from obtaining outposts on the c6 and e6 squares.

After the opening pass, the Benoni Defensive technique usually opens up. This means that compared with knights, bishops have more control. This is why when it comes to selling bishops, it is important to be vigilant. When things start to open in the center of the quarter, Black will get more counter plays and will be able to play a fantastic game.

The Slav Defense

This technique is one of GM's most commonly utilized opening defenses. Two key variables largely guide this. Next, it is the strongest line to play against the Gambit of the Queen. Since the Queen's Gambit is the most common Opening at higher levels of play, fans of the Slav Defense are the majority of expert players. For several variants, this defensive tactic often offers opportunities. This suggests that players who tend to be imaginative with any game and hate playing identical combinations would love utilizing the Slav Defense instead.

In the second move, Black tries to protect its pawn on d5 with its c6 pawn. This is because, as needed, the pawns on the e file remains and does not block the light-squared bishop.

White aims to occupy the middle of the board in the Slav Defense's mainline, and black aims to monitor the b4 square, allowing a drive into the e5 and c5 squares.

The Grunfeld Defense

Another hypermodern security is this tactic. This ensures that with its pawns, black does not seek to initially dominate the middle. It focuses instead on hitting the middle from the edges, using small pieces. When the base is constructed, the dominance of the white core continues to be weakened.

In this defensive plan, there are three main lines. Exchange variants are the key line, and as they reach the Grunfeld Defense, it is what the majority of players strive for. Black helps white with its pawns to occupy the middle completely, concentrating its own energies on the square of d4. White has to respond to this challenge instead of utilizing its unique advantage in the middle by concentrating its resources on protecting its d4 pawn.

For all the white pieces and pawns in the center, with no other tactic to draw on if it continues to lose concentration, things take a nasty turn for

White.

The Russian variant urges them to give up their solid pawn core and get the queen interested, to push black, for white players who hate defending and prefer to strike more.

It is not shocking that the Grunfeld Defensive technique is routinely used in the game since white's d4 opening has gained attention from the GMs last year. When employed capably, it becomes extremely dangerous and can halt even an accomplished d4 player successfully.

OFFENSIVE STRATEGIES:

The King's Gambit

This offensive technique is one of, for a good cause, the oldest chess openings. Like Fischer, Tal, and Spassky, some of the greatest chess brains have been fascinated by the possibilities presented by this Opening. The core control of the second revolution is the White threatens black and begins fighting the black kingside.

Black has the choice of declining the gambit or embracing it. Many black players tend to adopt this gambit to attempt to counterattack the already semi-exposed kingside of whites. If Black embraces the gambit, White must concentrate all of its energy on the square of f7, which becomes the greatest limitation of Black. White has two perfect alternatives following the move 2 exf4. One alternative is to start assaulting with 3.Bc4 immediately to pressure the square of f7 instantly. White's second alternative is 3.Nf3. This will help defend against 3 Qh4+ and begin a kingside assault to create.

The great thing about The Gambit of the King is that it is pretty random. They will quickly get into trouble if the opponent is not acquainted with the right defense. With complex and thrilling lines, the majority of the games are available. The King's Gambit is an excellent opening for you if you are an imaginative player who enjoys the use of crazy sacrifices and exotic variations.

The Benko Gambit

A well-respected and famous chess gambit is this offensive tactic. This is why the mainline derived from Benoni Security is this.

White has the choice of either refusing or using Nf3 to embrace this gambit. If they are not sure of it, a few players choose to decline the gambit.

With cxb5, though, you almost often experience white recognition.

Black's whole aim is to give up a pawn early to achieve a greater advantage on the queenside. Black keeps attempting with a6 to offer up one more pawn. Due to the optimal attacking lines emerging from the attack's queenside, often, black players have no issues giving up their pawn.

In the Benko Gambit, it is common to give up a pawn and start working on the center control if you are playing as a white player and want to stop getting into the mainline, protecting your queenside during the game. Remember, this Opening is not for faint-hearted players. It is a highly offensive opening that needs to be played accordingly.

The Laydown Sacrifice

Another risky attacking tool in chess is this aggressive tactic. This powerful phrase is hardly ever seen during non-master games. The key purpose of the sacrifice is to provide accessible protective defense in front of the enemy's King.

When your adversary is pressured to consider the material, this tactic is most successful. It is necessary to prevent conditions under which your adversary has the choice to leave a piece hanging and disregard your gift.

This move will come under the Hope Chess group in such a situation. In order for you to gain a benefit, you must establish a condition in which your adversary has no alternative but to acknowledge your sacrifice.

The Bird's Opening

The 6th most famous Opening has been rated as this offensive strategy; it is very violent. White starts by weakening its kingside and, with its f pawn at the middle, initiates a flack strike. At the highest tiers, The Bird's Opening is infrequently used. A few fantastic games in the history of chess have used this Opening, though.

Once Black defends with a move of d5, the game begins to transpose itself into a Dutch Defense reverse, in which the Opening move of White is d4, and Black's response is f5. The primary emphasis is on the dark squares, which creates a big change relative to the usual light squares usually centered on by a white player.

Although the light-squared bishop is White's key minor piece, a nod is offered to the Bird's Opening's dark-squared bishop. Usually, White fianchettoes her bishop to b2 towards the queenside and brings an additional

emphasis on the dark squares.

The Budapest Gambit

The least common gambit is this offensive tactic. Yet for Black, it is a fascinating play. White, for example, can quickly fall into a trap in the mainline, leading to an early checkmate.

Black aims to give up its pawn on e5 in its second move and continues to build its pieces to put a strain on the e5 pawn. White will not be able to hang on to his extra pawn because of this. Therefore, without caring about gaining a pawn again, it may have to give up its pawn many times and proceed to develop pieces.

The side giving up pieces typically decides how the game proceeds throughout the majority of gambits. However, a white participant decides how the game is going to proceed in the Budapest Gambit. On the mainline, by keeping up in content or gaining a double bishop pair by handing back the pawn, White decides if it needs to gain double pawns. This does not mean that the game is not playable for black, but White has stronger choices (compared to other gambits) using this pass.

The Calabrese Counter Gambit

In terms of rapidly improving its light-squared bishop and dominating the middle, White is utilizing the Italian technique. To give up his f pawn to foil White's whole game plan, Black uses the Calabrese Counter Gambit tactic. In the Opening, the more violent attempts or movements White creates, the more traps it can fall into.

Usually, black ends up with firm center power, while white pieces fail to find good squares to expand on. The white player needs to be vigilant and reliable; otherwise, he can get into trouble. The Calabrese Counter Gambit is the best tactic for you if you play Black and want a strong strike.

FUNDAMENTAL TACTICS

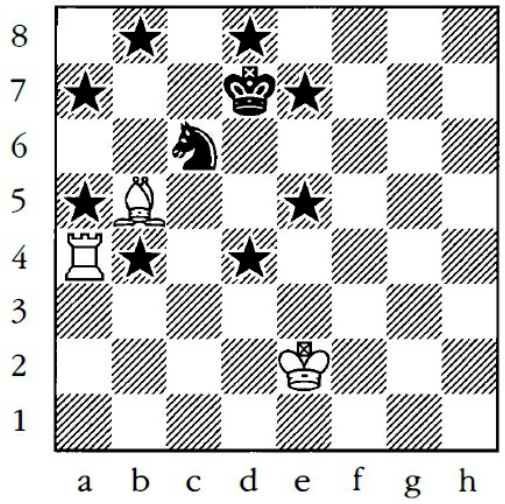
A tactic is a method used to implement a scheme. In chess, a strategy is a means of viewing a pass as a very particular objective being accomplished. In chess, there are several various strategies used and only two of them are mentioned here. The tactics listed below are the most common that can be used by a player. There are several books published on the topic of chess strategy and tactical theories, and when you are able, it will be prudent to

review them.

The Pin:

In fighting, one who does not turn is a trapped player. A pin in chess is when one piece is placed against a higher value piece; it is when a lower value piece does not move or does not wish to move so it would catch or strike a higher value piece. A pin is a valuable device to use since it decreases the activity of the pinned object. When a piece is pinned against the King, a pin is more forceful, so it will not shift at all as it will reveal the King to check. This tactic is labeled as a complete pin.

Because pins rely on fighting along a line, pins can only be delivered by rooks, bishops, and queens.



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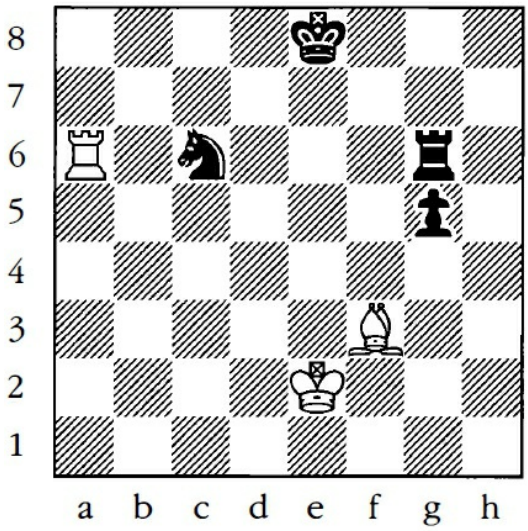


#2

White's bS-bishop has an utter pin against the knight on c6 in diagram #1. Since the knight does not switch, any of the squares it keeps are accessible for the white pieces. The black knight would not catch it if the white a4-rook jumped to like, a7, b4, or d4.

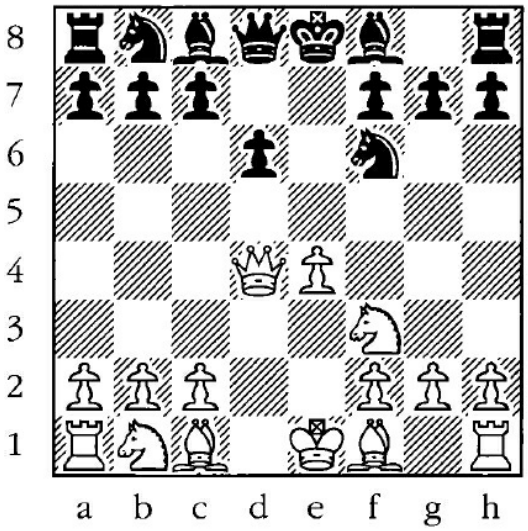
The location is somewhat distinct in diagram #2 above the knight is trapped by the white rook against a rook this time. The knight does not want to switch since the rook might be taken for free by White. However, this pin is not an utter one. If Black feels it is a smart decision to do so, Black may want to transfer the knight and let the rook be caught. When something occurs, there is an opportunity, and we must be conscious of the potential. In this specific situation, the knight can and should be moved by Black, 1... Nd4+. White needs to protect the check, as the knight's move places the white King in check, and Black would be able to catch the white rook for free. He lost a piece just as White felt he was winning the place.

A pin is a good strategy since, at the very least, it buys a pace (time) from the player enforcing the pin. In addition, the pinned piece has at least one step that it is unable to move (or undesirable). This implies that either the room opened up (because the pinned element momentarily does not retain the space) or/and by hitting the pinned piece a second time, the player may take advantage of it. For instance, White's best way to play would be Ra6 or Rc4 in diagram #1 above. This way, White assures that the piece can prevail because the c6-square is threatened twice, and the black King only protects it once. The pinned fragment would break no matter what Black does. Often

strike the pinned piece twice if you may.

A strategy sometimes utilized early in the game is the pin. As there are too many pieces lined up so well on the surface, pins are usually used by a favorable piece to win a square or lockdown an enemy piece. In diagram #3, the black knight strikes the white e4-pawn after 1 e4 es 2 Nf3 d6 3 d4 exd4 4 Qxd4 Nf6. White has several alternatives, but one choice is to pin the knight with the bishop of the dark square (S BgS), thereby freeing the assault of the pawn.

In diagram #4, another very famous pin in the Opening is seen; the black bishop pins the c3-knight against the King after 1 d4 Nf6 2 c4 e6 3Nc3 Bb4. This pin happens in several related openings since it unlocks the e4-square for the black knight's use.



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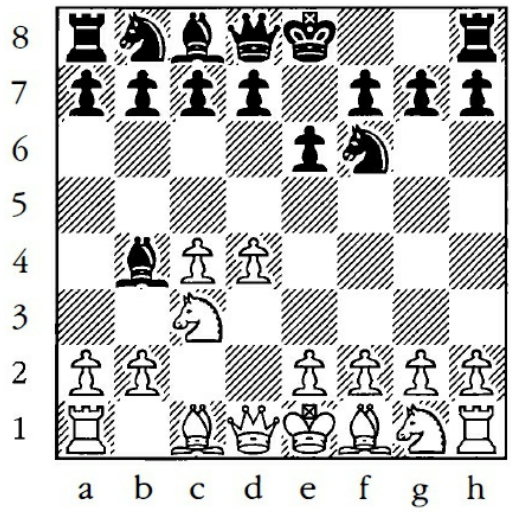
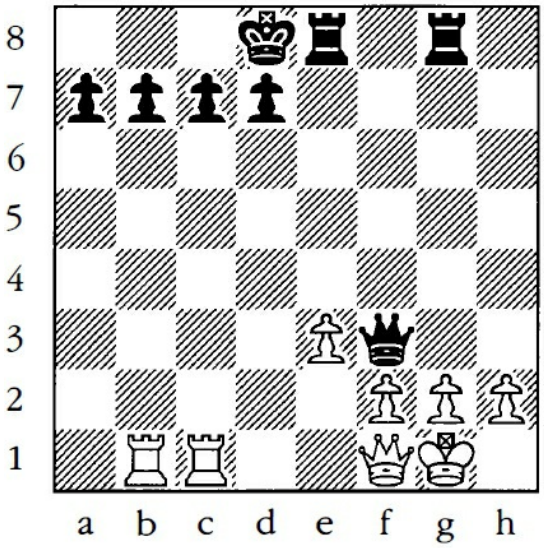


#4

A pin is still a pin, although certain more popular pins aid to be sure of that. White's g 2-pawn is pinned against the King in diagram #5 below. It would like to catch the queen, but it cannot because Black's g8-rook pins it. If the white queen moves, transfer Black 1. Qxg 2 will be a checkmate, but the white queen is, in a sense, still pinned. She is kept with an indirect pin to defend the g 2-pawn.



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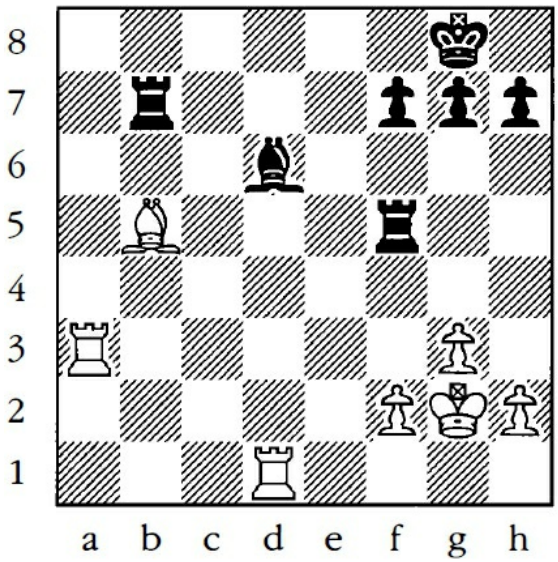


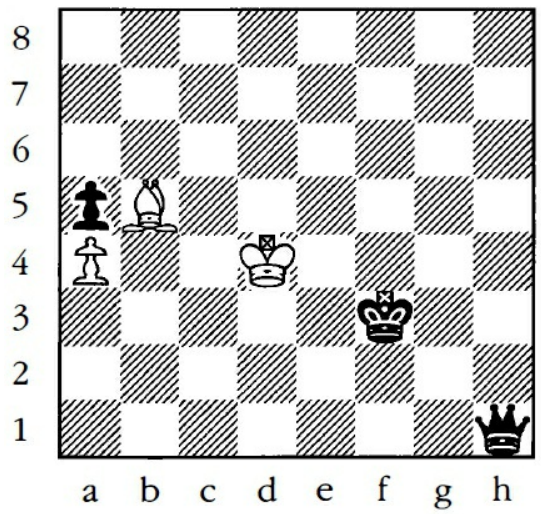
#6

Finally, as seen in the preceding cases, pieces may be pinned against pieces, but pieces may also be pinned to squares. The black bishop is pinned to the d8-square in diagram #6. White will play Rd8# if it goes somewhere. With this in mind, White could use the benefit and push mate: 1 Ra8+ Rb8 2 Rxb8+ Bxb8 (forced) 3 Rd8# with the following sequence. If 1 was played by Black... Bb8, so White will produce Checkmate with 2 Rd8# instantly.

The Skewer

A skewer is based on the premise that a piece of higher benefit can be pushed off the line while it is on the same line as a piece of lesser value, revealing the piece of lower importance to violence. The skewer is a means of attacking another piece in the way of saying. Again, the most potent skewers are the ones where the King is attacked. These skewers cannot be prevented because the King must protect the search.

In diagram #1 below, as Black has just advanced his h pawn, White is in a difficult spot. White may, however, hire a skewer to win the match. The most important piece, the leader, must step away from the check if White plays Bc6+. The bishop will then catch the black queen, in which there is little Black can do to save the black pawn from being captured by White and to encourage his a-pawn.



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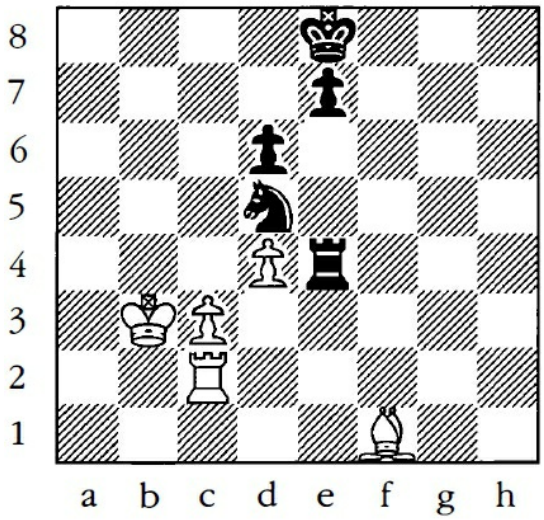
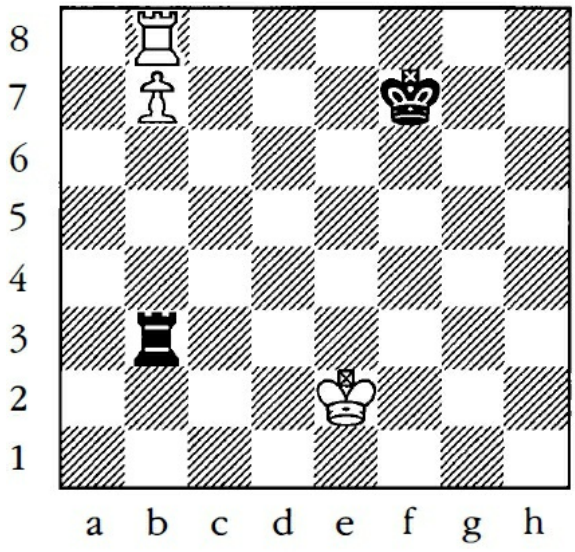


#2

In diagram #2, an example of a skewer without the King is shown. The two players are engaged in an even battle, but White will change the tables by skewering the rook and knight. The rook must shift or be traded after 1 Bg2. When the rook passes, the knight will be left vulnerable on the DS. This is going to leave a rook for White and a bishop against Black's rook. This is a reasonable opportunity to find out that Black will not be smart regarding this result because it is almost definitely a White victory. The trade will be a safer alternative to protect the rook and then go down (1 Bg2 Nf6 2 Bxe4 N xe4). Black has a shot at a tie this way.

In illustration #3 below, one prominent image of a skewer is shown.

White will love to encourage his b-pawn, but his rook is in the way, and Black would catch it as soon as it leaves the pawn's defense. Here the skewer is a big tactic. The King and rook were skewered by White after 1 Rh 8 Rxb7 2 Rh 7+, winning the rook (diagram #4). White would be able to catch the rook and play for Checkmate when Black avoids the check.



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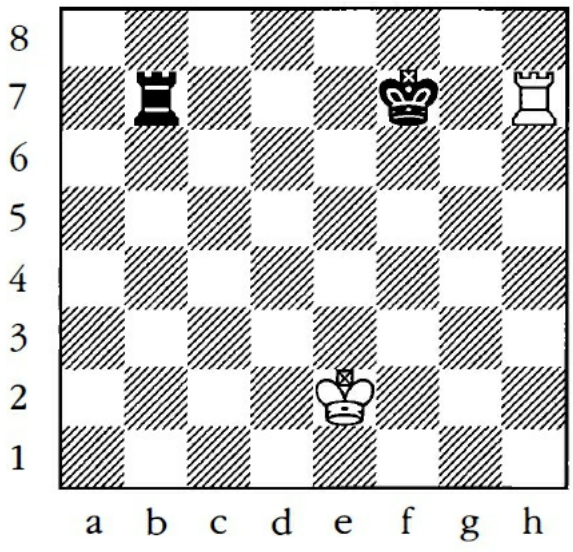

#4

Chapter 4: Visual Game

Learning to visualize the board helps to develop or formulate strategies and tactics. This is a crucial component of being a powerful player of chess. If you cannot dream, then you are never going to advance. It always amazes amateurs at the pace at which a Grandmaster will re-construct a spot on a board from a match or how they can speak about a game in detail without having a board in view. Once again, this is because of visualization.

VISUALIZING ACTIVE AND INACTIVE PIECE:

One significant factor as we identify the right squares for our pieces is how active our piece will be on a defined square. Based on the square it lies on and the pieces and pawns surrounding it, any particular piece is on a spectrum between active and passive. It is unable to move a fully passive piece to either square. For its form, a fully active piece can travel to a maximum number of squares.

You can find that the Queen will dominate 27 squares, and the rook can theoretically rule 14 if you take out a chessboard and place one piece on it at a time in the middle of the floor. However, 13 squares can be commanded at most by the bishop and just 8 by the knight. The number of squares that they may move to significantly determine how strong the pieces are. Other factors still occur. For e.g., 14 squares can be managed more effectively by a rook than a bishop can control 13--the bishop must be in one of the center squares, while the rook can be in free files and ranks everywhere.

So, from this, we realize that versatility is primarily about becoming busy. This impacts how much power we have over a square as well. If they can pass into it, our pieces control a square—even if the square is guarded.

How active a piece is, is another consideration: how important does the piece regulate the squares? There may be several squares in certain games where the board is "closed" (many pawns dominate the middle of the board and minimize mobility), allowing fair mobility but not controlling the best squares. So, if the number of squares to which our piece will have access is equivalent, we should not only blindly assume two squares to be equal. We have to note that it is more necessary to regulate certain squares—and in certain situations, I believe this applies to where the movement on the board

would be.

PREDICTING YOUR OPPONENT'S PLANS

Seasoned players' ability to seemingly foresee what their adversary is going to do is one of the strengths that every young chess player envies. When they go up against advanced teams, they get defeated because their single move seems to be countered. To be an expert chess player, is there any psychic link required? Not exactly, and we can clarify how you should prepare for your adversary's moves to guarantee that you are not outmaneuvered.

Look Before You Leap

You can look at what your enemy is doing before you make any attempt. Look where their bits are not just, but try to find out where they are going. You can be able to assess their solution only by seeing where their pieces move. This is mostly all guesswork, but there is more to it than assuming randomly, and in a minute, we will get to that.

For this first step, before you make your move, you need to concentrate on paying attention to your opponent. Do not only play like you are the only one on the board, and your adversary's moves do not impact your plan. You must be able to build a flexible strategy of assault. You move to catch or protect that direction, while the enemy goes one way. You should have an overarching strategy, but you should still be prepared to adjust and counter assault when appropriate.

Play as Your Opponent

The way pro chess players get into their opponents' heads to find out what move they are going to make is to believe they are the enemy. From that perspective, they consider what their options are. Looking at all the alternatives, they choose the very best ones, usually forcing moves.

A pushing action is one that pushes the enemy to make a certain decision or that really inhibits his willingness to do a lot. Those are the steps that your enemy would actually make. So, the advanced player will search for certain movements and prepare to fight or prevent them.

They do not realize the step is coming next, so they just prepare for the move that will affect them the most. They presume that their rival can make the next possible attempt, and you will have to do the same thing if you want

to defeat the opponent.

Without a definite target insight, one cannot just kind of walk around the board or make your movements and hope for the best. You must consciously predict the foe. You might not be able to read his mind, but you might be able to make some rational assumptions on the next phase.

The longer you play, and the more this strategy is used, the stronger you will be at it. If you have a clear functioning understanding of chess theory, it improves if you know the adversary and how they are doing. Only place yourself in your adversary's head by gazing at their eyes at the board. You will make good guesses as to where they are going next until you do so.

BASIC MENTAL CHECKLIST

In chess, one effective approach to perform better is to stop making errors. But here is a simple checklist that you can prepare yourself to run through every single step in only a couple of seconds. This feels like a major checklist, but it is not complicated, and it just takes a couple of seconds once you know what to search for and why.

What was the prior position of the piece they just shifted? There are two explanations for talking about this. First, they undermined the region by pushing their piece away from the original spot. Was it safeguarding other pieces? Did they open themselves up in that area to be outnumbered? The second explanation is that the movement's intent could have nothing to do with the moving portion, but the fragments are surrounding it. Was the piece just in the way? For the secret bishop that is now lining up with your Queen, the activity is a diversion! Or worst, did the step merely generate two risks to which you can only respond with one move?

What is the new aspect of the piece that they have just moved? There is an explanation that they have selected the particular spot where they have placed it. Are they making plans for an attack? Do they reinforce their defense? Are they seeking to get more room for maneuvering? Now, are they attacking somebody?

For whom did their Rook/Bishop/Queen only line up? You are Ruler, Queen, or some other high-value item that a pawn could cover. "APPEARS" is what you are searching for. Let's imagine that your enemy has just lined up your Queen with your King, but a wall of pawns covers your King. No question, right? And the front pawn in your pawn wall

unexpectedly strikes their knight, and the pawn between your King and their Queen cannot retaliate! Instead of retaining the wall, your King must now be secured! Be alert. This is a very common threat. Always be completely conscious of every piece of worth lining up with others.

Is one of my bodyguards being endangered by the piece they just moved? Any component covering any other piece is a body protector.

Another tricky attack that is impossible to detect is this.

For the piece, they just transferred, what are the two-three motion projections? What is the most dangerous location they may travel to? What is it that can attack? Who can assist with this assault? So Ok, why just 2 or 3? If there are just a few pieces to remember, it is fine to think 5 - 10 moves forward, but situations normally shift too fast and may require so many separate pieces that 2 to 3 moves are enough. If your adversary does not mind waiting an hour per step, bear in mind that this is an algorithm, bringing some effort into it (chess ethics - long moves). Bear in mind, too, that quick-fire movements retain all the time-pressure on the opponent.

Now, what is my strategy? Do you always strike the left flank, or do you protect the right flank? Have their moves affected what you ought to do?

STRATEGIC CONSIDERATIONS

1. If it is not closed, do I hold the middle (is it possible to still take it?).
2. May I develop some more until attack?
3. In foundation growth, am I farther ahead (do I have time to exchange tempo for more accessible (valuable pieces?)?
4. May I have the initiative (they have to respond instead of thinking)?
5. May I build traction (they are losing/retreating space)?

Is there a priority for this move? Do not spend your time doing something that will never come into action. It can just allow priority steps. Example: Do not create protections on the left if the right is targeted!

Is this move repeatable? If the enemy is willing to make a pass, it would only make you pull it down and not put pieces forward. You switch to allow them free base growth (in other words, you say to them, go ahead and move again; I am going to miss my turn).

Does it have existing responsibilities for the piece I am going to move to? This is a simple error to make. Piece (A) defends piece (B), then attacks a piece of bait (you assume the enemy has made a mistake), or you have either chosen to walk away without a thought. Piece (B) is then uncovered, and it is caught by your rival, potentially outnumbering you on that hand and catching you down in your trousers.

Does it provide a safe and unblockable escape for this move? Do not be safe once you continue to be safe throughout. This is an easy error to make, as well. You will find that if you place your knight near a corner, they just have two squares to run to, quick to get captured! Any piece will get stuck, making it easier for your opponent to choose. When you start digging behind the opponents' pawn walls, it is often easy to get stuck or get caught between your pawn wall and the opponents.

Do not only make sure your getaway, but also make sure that none of the pieces from the opponents are in a position to obstruct your escape in their next move!

This is a terrific move; is there a better one? You might have a successful pass but see first whether you can verify or set a leader trap. Pay careful attention to pins (cannot switch without bringing in Check/danger King or Queen) and forks (attack two with one). Is there a clear place where you might use a minor piece (Bishop or Knight) as bait to attract their Queen or King?

Conclusion

Chess is the mind's ideal workout. It improves important cognitive skills, such as awareness of patterns, strategic preparation, enhanced attention, analytical thinking, and many more. Learning the art of playing chess can boost your concentration and the ability to evaluate circumstances more efficiently.

You now have essential chess information after finishing this book. You can become an expert player in no time at all. You have been taught numerous techniques in this book. You have learned to protect yourself and learned how to strike.

What is waiting for you? Invite your friend to a chess match and introduce the latest tactics and methods you have studied with the aid of this book.

Good luck!

Thank you

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